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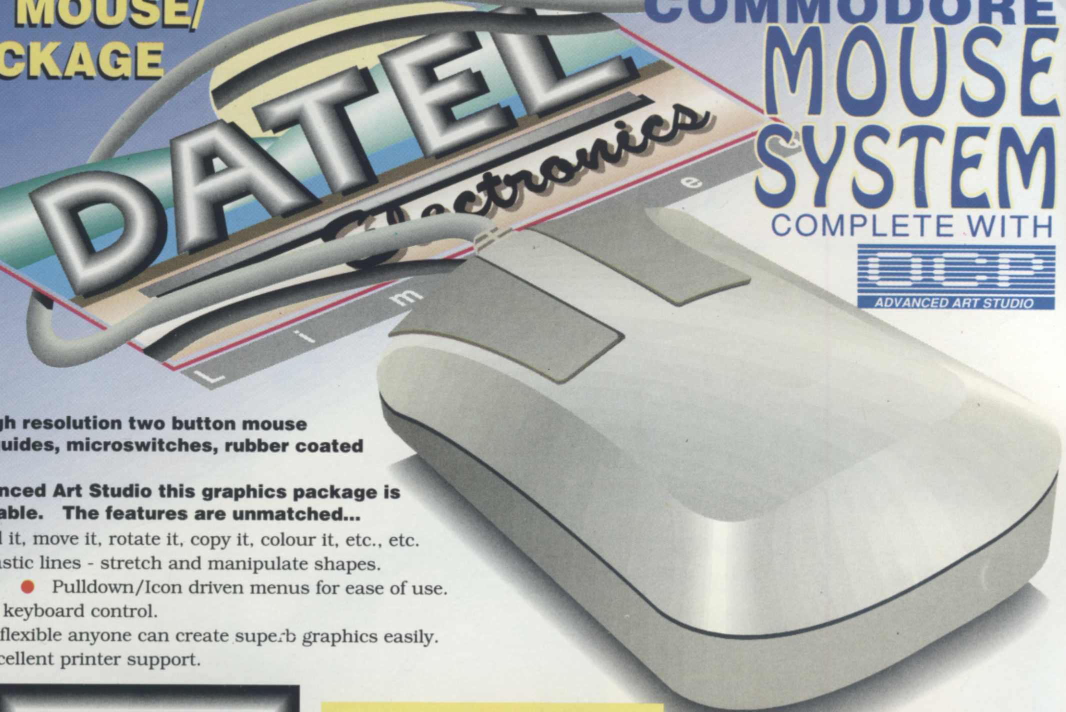

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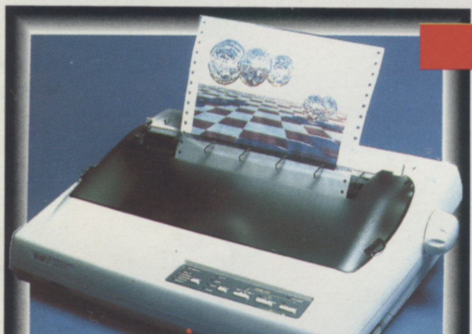

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ABC **44,442** Jul- Dec 1992
Member of the Audit Bureau of Circulation

Ollie would also like to rescue: Leslie Ash
Clur would also like to rescue: Andre(w) Agassi
Trent would also like to rescue: Himself
Lisa would also like to rescue: The world economy
Dave would also like to rescue: Delia Smith

CONTE

10 CHARTS

More pop-picker type nonsense with Clur, Mr Gallup and the best-selling games.

13 NEWS

Gossip, facts and fiction – ah well, no fiction at all, in fact, we made that bit up.

14 PREVIEWS

Match Of The Day meets a sideways (yes, sideways) scrolling *SEUCK* game!

16 THE ULTIMATE BEAT-'EM-UP

Hold on to your nunchakas, Clur's been hunting down the great, the good and the grossly inadequate in the world of fighting games. Do you wanna be in her gang? Then it's on p.16, oh yeah!

19 EVERYTHING YOU WANTED TO KNOW ABOUT SX...

Once upon a time Commodore released a portable C64! Known as the SX64 it allowed you to compute while you commute, to game away from, er, hame... *CF* now re-discovers the C64's long-lost prodigal 2nd cousin.

56 HULK HOGAN'S SUBURBAN COMMANDO

Alternative

The Hulkster makes his movie debut on the C64. The movie may only have been average, but the game's brilliant. Hulkmania runs wild on p.56.

60 PIRATES

Kixx XL

The ageing MicroProse sea-dog sets sail as a bugeteer. Can it still rule the seven seas or is now the scourge of the datassette?

p.56
Y 014820

Suburban Commando.

62 MERCS

Kixx

Don't get even get mad as one of America's super soldiers in this isometric blast-'em-up. Can it match the coin-'op? (Erm, no actually!)

64 TURBOCHARGE

Kixx

System 3's classy car racer cum shoot-'em-up was hailed as the fastest ever game on the C64. It may have hit the budget circuit but it still has horsepower to spare!

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NOW

Commodore Forma

DAVE GOLDER
PROD ED
(LIFE GUARD)

In keeping with our SOS special this month we picked a rescue theme. Dave was well chuffed because it gave him a chance to boast about his *Baywatch* days as a life guard. "I used to work at a pool in Brighton. I once saved this girl called Victoria. Her husband Albert was real impressed and it got in all the papers. "

Victoria? Albert? It doesn't sound much like *Baywatch*. Is that the original costume?

LISA KELLETT
ART ASSISTANT
(MOUNTAINEER)

"Well, I needed help after seeing *Cliffhanger*. A friend said that it was based on real life, so I jetted off to the US to see if I could find any of that cash that should still be scattered all over the mountains after Sly beat up that international crim'. I climbed the north ridge and it was going well until I chipped one of my nails. I swore, kicked the mountain...and promptly fell off. They had to call out the mountain rescue unit and everything. Lordy me, how embarrassing! I could have died. Then I met their paramedic Bjorn..."

CLUR HODSON
STAFF WITER
(SAILO)
Clur's more the
person who put
people n peril
rather han be
in perilherself
but sh has ha
to beescued
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thenhe was
tryin to res
somthing e
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Aucland, N
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deck, the nexthe was
paddling in theriny. C
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better when shcaugh
responsible. Zualors!
punch she's goon her

NTS

GAMEBUSTERS SPECIAL

SOS SPECIAL

The best cheat-sheet in the world just got better. In a 13-page extravaganza the most popular, the trickiest and the most down-right difficult C64 games in existence all get the Andy Roberts' Gamebusters treatment.

33 GB INTRO Where to find which cheats and how to use them.
34 LAST NINJA The full solution.
36 FUTURE WARS Cheat to the future!
37 IT'S WAR! Arcade battlers get blown away.
38 LAST NINJA 2 Destroy Kunitoki's evil plans, for the second time.
40 BEAT-'EM-UPS Kick for victory.
41 BIG SCREEN ACTION Superstar celluloid cheats and tips.
42 LAST NINJA 3 The final chapter!
44 CARTOON TIME Cute made cuddly!
45 THE NEED FOR SPEED Drive faster NOW! (And don't worry about crashing.)

21 LETTERS
The Mighty Brain has his say, about what you say – in a lettery kind of way.

25 LET'S MAKE A MONSTER
Three months and counting! *Mayhem In Monsterland* draws ever closer. Forget *Sonic*, completely ignore *Mario*, this could just be THE game of 93!

28 SUBSCRIPTIONS
Get *Commodore Format* delivered post-haste (and blag a brill free gift too)!

29 GO SOUTH YOUNG MAN
Stuck on an adventure? Do you keep exiting when you should be inventorying? Do you keep trying to carry the East? Then relax, take a deep breath and read our specialist feature on the way to play adventures – and enjoy them!

32 PD FORMAT
The Binary Zone PD top fives!

46 TECHIE TIPS
The best Inside Info in the world from Jason Finch – to whom tech stuff's a cinch!

49 SCHWING LOW WINNERS
The hilarious results of our Golf clubs competition. It's a bit course, but it's fun!

52 BUY-A-RAMA
CF's equivalent of *Exchange and Mart.*

54 MAIL ORDER
The Commodore Superstore is open, all hours.

66 NEXT MONTH
If it's September then it must be *CF*36.

POWERPACK PAGES

COMMODORE FORMAT
1 DEMO
REAL WRITER
ODUS
Lemmings
1 FULL UTILITY
POWER PACK
3 FULL GAMES
JHOTAMIA
SPACE ACADEMY
HALLAX
Psygnosis • Prism

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SPACE ACADEMY

Side One
Tape count 000

16 testing sports, all set in space! *Space Academy* tests your waggling, nerve and timing to the limit!

PERSONAL
NAME: CLUR
AGE: 24
ACTIVE RECRUIT: 01-CLUR
FITNESS TRAINING
WEAPONS TRAINING
USE JOYSTICK TO SELECT
PRESS 'FIRE' TO START

JHOTAMIA 6

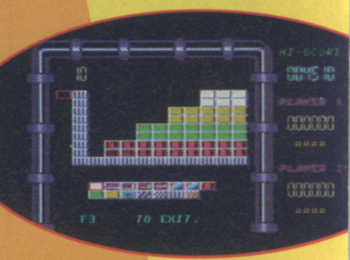
Side One Tape count 075

Play at Robinson Crusoe in this space wreck epic.

HALLAX

Side Two Tape count 055

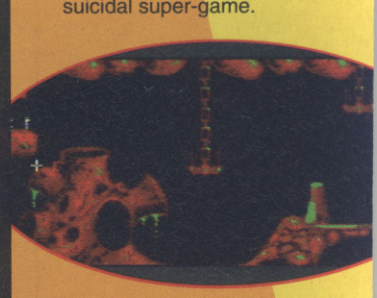
A brilliant PD clone of that arcade star *Breakout.*



LEMMINGS

Side Two Count 000

A full playable demo of the suicidal super-game.



REAL WRITER

Side Two Tape count 085

A smart scrolly demo text writer. Dead easy to use and fun to watch

And another great *Odus Hyperpack* offer too!

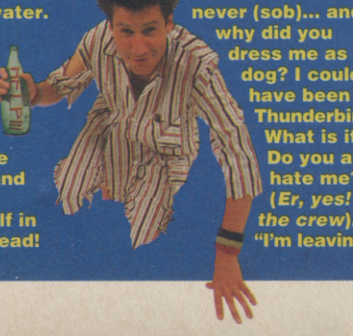
nat to the rescue!

SON
TER
)

re the sort of ho puts peril han being herself, has had escued and even he was to rescue thing else. was down in land, New and, helping those ships ct the whales. One swabbing the poop he was doggy-riny. Clur was not she felt a bit caught the guy alors! What a on her!

OLLIE ALDERTON
ART EDITOR
(SHIPWRECKED)

Ollie had a terrible experience on his way to a gig. The Frantic Elevators were playing on the Isle of Lundy. Ollie took the ferry, but due to an excess of 'Lemonade' he fell overboard. Washed up on a beach, he struggled for weeks to eke out a living. He ate raw fish, raw plants and drank raw water. Imagine what a fool he felt when he looked over the dune and found himself in Minehead!



TRENTON WEBB
EDITOR
(ST BERNARD)

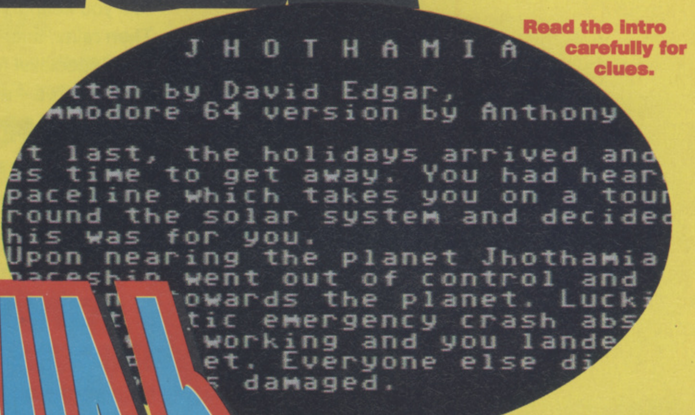
"Okay, so it doesn't look like a St Bernard, but you try getting an Alpine costume in July (*I managed it – Lisa*). The only reason I didn't get to be a real rescuer is because I'm so hard I never need help from no-one not never (sob)... and why did you dress me as a dog? I could have been a Thunderbird. What is it? Do you all hate me?" (*Er, yes! – the crew*). "I'm leaving."

COMMODORE FORMAT
1/ DEMO
REAL WRITER
ODUS
Lemmings
1/ FULL UTILITY
POWER PACK
3 FULL GAMES
SPACE ACADEMY
ALLAX
Psygnosis • Prism

POWER PACK

35

Ah uuumm, ahh uummm. A dream is reality turned sane? Lemmings only wish to meet their maker, these are the thoughts for today my flock. Read on oh knowledge seekers. Ah uuumm, ahh uummm.

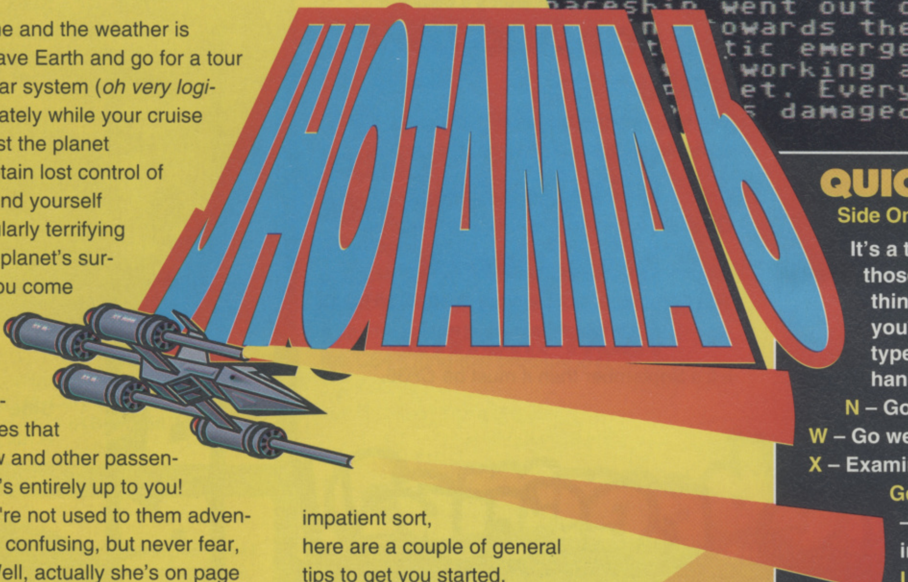


```
        J H O T H A M I A

tten by David Edgar,
mmodore 64 version by Anthony

t last, the holidays arrived and
as time to get away. You had hear
paceline which takes you on a tour
round the solar system and decided
his was for you.
Upon nearing the planet Jhothamia
       went out of control and
       owards the planet. Lucki
       tic emergency crash abs
        working and you lande
        et. Everyone else di
         damaged.
```

Read the intro carefully for clues.

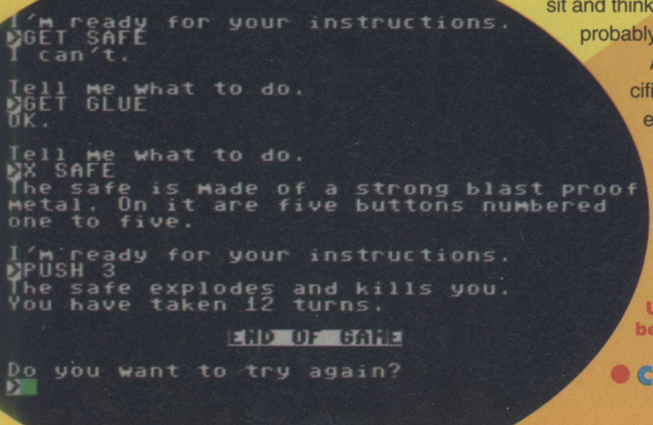


It's summer time and the weather is fine, so you leave Earth and go for a tour around the solar system (*oh very logical – Ed*). Unfortunately while your cruise ship is scooting past the planet Jhotamia 6 the captain lost control of the helm and you find yourself hurtling at a particularly terrifying speed towards the planet's surface. Hours later you come to and find yourself surrounded by the destroyed spaceship and hundreds of dead bodies that were once the crew and other passengers. What now? It's entirely up to you!

Okay, so if you're not used to them adventures can be a little confusing, but never fear, Galadrial's here. Well, actually she's on page 29. Y'see she's written this feature which should give any novice adventurers all the advice they need to get them started. But if you're the impatient sort, here are a couple of general tips to get you started.

Always make a map of the game as you go along – without that you'll just end up getting lost in the middle of some dank, dark jungle with no food or water. And most important of all, don't give up at the first tricky obstacle you come to – sit and think about it for a while, the answer will probably come to you in time.

And here are a couple more specific clues for *Jhotamia* (so close your eyes if you don't want to see). The instructions on the small box refer to the main aircraft door and the first door you come to ought to be examined carefully – you never know what you might find.



```
I'm ready for your instructions.
>GET SAFE
I can't.

Tell me what to do.
>GET GLUE
OK.

Tell me what to do.
>X SAFE
The safe is made of a strong blast proof
metal. On it are five buttons numbered
one to five.

I'm ready for your instructions.
>PUSH 3
The safe explodes and kills you.
You have taken 12 turns.

              END OF GAME

Do you want to try again?
>
```

Uh, oh. Dead again. Ah well, better luck next time.

QUICKSTART INFO

Side One • Tape Count 075 • Keyboard

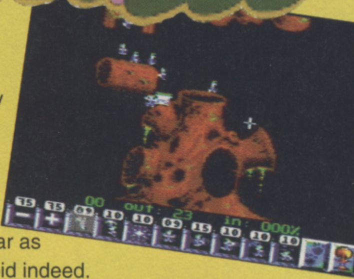
It's a text adventure folks, so put those joysticks down and get your thinking heads on. Type in what you want to do. Not sure what to type? Here are a few all-purpose handy instruction to try out:

N – Go north
S – Go south.
W – Go west.
E – Go east.
X – Examine.
I – Check inventory.
Get (followed by name of object) – pick up that object and put it in your inventory.
Look – Examine the surrounding area, no less.
Press – Press the thing in question (oo-er).
Shoot – Wa-hay, we get to shoot someone!
Save – Save game to tape (make sure you don't save on to the Power Pack, have a blank tape ready).

VITAL STATISTIX

GAME	*Jhotamia 6*
ORIGINAL LABEL	The Guild
PROGRAMMED BY	Anthony Collins
GENRE	Text adventure
DIFFICULTY	It should be easier once you've read the feature on page 29.

DEMO Lemmings



Fewer braincells between them than a bathtub.

These are not just your normal everyday small mammals we are dealing with here. Lemmings aren't ordinary dumb creatures, they're dumber than that. I'd go so far as to say they're very, very stupid indeed. They're so lacking in the old grey matter you have to take control of their every move, otherwise they'll just keep on walking until they fall to their deaths.

In this demo you have to save 85 per cent of the 25 lemmings. Hit Fire and you're taken straight in to the *Beast 2* level from the finished game. The lemmings will soon start to fall from the trap door in the sky. The best thing to do now is to pause the game (Shift Lock) and scroll around the level to get an idea of what you're up against. The little door on the far right of the level is the place where you need to get your lemmings.

Form a strategy in you mind before starting to play and remember that a lemming can only fall so far without splatting dead on the floor, he'll always walk in the direction he's facing and he'll only turn around if he hits a solid object or a blocker. Once you've got a plan in your mind scroll back to the beginning, unpause the game and get those lemmings home.

STOP YOUR TAPE

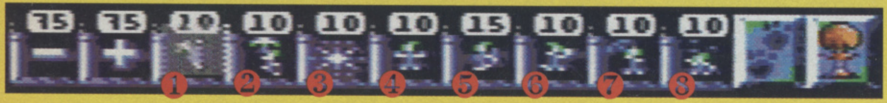
The *Lemmings* demo came to us just too late to be converted to our usual loading system. Because of this you'll have to stop the tape as soon as it's loaded to be at the correct position to load *Hallax*.

QUICKSTART INFO

Side Two • Tape Count 000 • Joystick port 1

Get the lemmings safely to the door on the right. Use the joystick to control the cursor and the top layer of keys on your keyboard to select the attributes.

MAKING LEMMINGS DO AS THEY'RE TOLD



Lemmings might be thick but they can be taught certain simple skills very swiftly. To give a lemming a skill you use the numeric keys at the top of your keyboard; which key gives which skill is detailed below. Next you move the cursor (using your joystick) over the lemming you want to give the skill to. Press Fire and watch that mammal go.

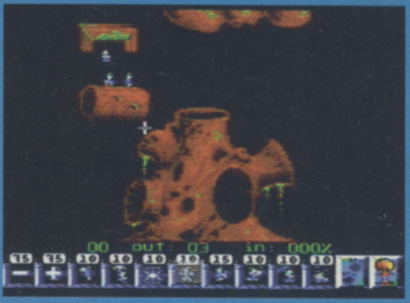
- **CLIMBER (1) – A climber will crawl up walls that other lemmings can't get over. Once a lemming is a climber he's a climber for life (well that level anyway).**
- **FLOATER (2) – A floater takes an umbrella wherever he goes so that he can fall from high places safely using his brolly as a parachute. Like climbing, floating is a permanent skill.**
- **EXPLODER (3) – Make a lemming an exploder and a big number five will appear above his head and start counting down. When the number reaches zero Mr Lemming will explode. A great way of getting rid of blockers or creating holes in platforms.**
- **BLOCKER (4) – A blocker does as his name says; he stands still, sticking his arms out and stopping any other lemmings from passing him.**
- **BUILDER (5) – Another way of stopping lemmings from walking off cliffs is to bridge gaps. A builder will lay 12 steps, stop, shrug his shoulders, then carry on walking.**
- **BASHER (6) – There are three types of diggers. A basher digs horizontally…**
- **MINER (7) – A miner digs diagonally downwards…**
- **DIGGER (8) – And a digger will dig vertically down (down doobery down)**

The other items in the menu bar are controlled by keyboard presses too:

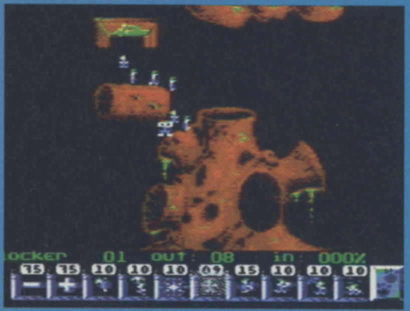
- **Nuke – Hit delete twice; blows up all the lemmings at lets you restart the level.**
- **Pause – Shift/Shift lock**

HEY HO, LET'S GO

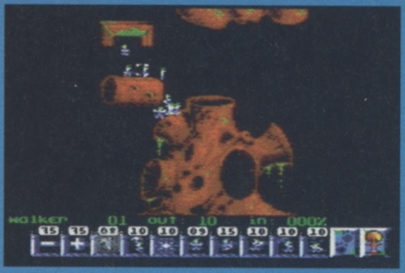
To get you on the right track here are the first few things you should do:



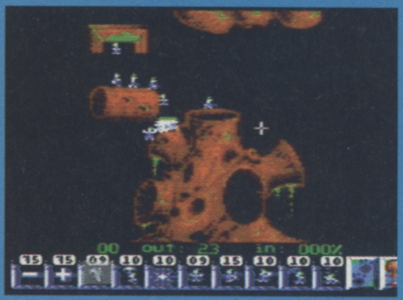
Pause the game by hitting the Shift Lock key. Position the cursor where you want a blocker to stand and hit 4 on the keyboard. Unpause the game.



When the first lemming reaches the cursor, hit Fire to turn him into a blocker. Pause the game.



Move the cursor to underneath the trap door and press 1 on the keyboard. Then unpause the game and turn the next lemming to come along into a climber.



That lemming will now leave the group that's forming by the blocker and climb up and over the tree stump. Now it's up to you to figure out the rest…

VITAL STATISTIX

Game	*Lemmings*
Original Release	Sept/Oct '93
Programmer	Alter Developments
Original Label	Psygnosis
Genre	Er, well it's *Lemmings*
Difficulty	Tough-ish

SPACE ACADEMY

The blurb on the original box to this game goes on for ages about some galactic war a few generations from now, but to tell you the truth it's all pretty irrelevant. So I'll spare you most of it apart from the fact that you're at space school and to make your grades, you have to pass each test with flying colours. But this is like one of those infamous American High Schools where intelligence takes second place to being able to throw a football a couple of hundred feet; if you're good at sports then they'll fix your academic grades for you.

The school is split in two, each part at a separate location. At the junior school you simply build up your speed and stamina to an acceptable level. Until you have completed all the tasks in the first section you can't move on to the exciting stuff, like weapons training – it's a bit like being kept down a grade.

Each game is simply a test of hand eye co-ordination using different controls every time to get through a number of assault courses. All the games are controlled via the joystick; your best bet is to experiment and you'll soon get the hang of the jumping and ducking.

The main stumbling block to success is a clock in the bottom left-hand corner of the screen. It counts down while you're playing and halts when you pause the game or die, whichever comes first. But if that clock hits zero you've had it, kaput, it's back to kindergarten and egg and spoon races for this recruit. So get started on that training now.

QUICKSTART INFO

Side One • Tape Count 000 • Joystick port 1

⇩	DOWN	Duck/lie down/stop.
⇔	WAGGLE	The faster you waggle the joystick the faster you go.
●	FIRE	Jump/duck head/fire.
■	SPACE BAR	Pause/unpause.

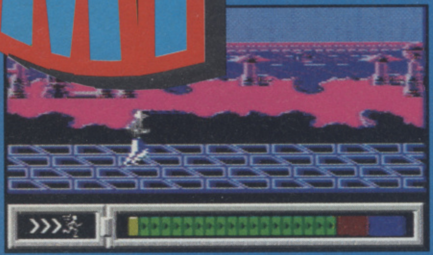
VITAL STATISTIX

GAME	*Space Academy*
ORIGINAL LABEL	Elite
GENRE	Sports
DIFFICULTY	Wrist bustin'

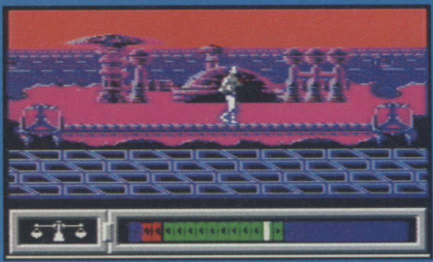
WEAPONS TRAINING

Ha ha, fooled you. Bet you thought I was going to tell you haw to do this bit too. Well I'm not, 'cos working it out is half the fun. Use your brain, work it out for yourself like I had to. Most of the skills you need for the weapons training have been learnt as part of the fitness training.

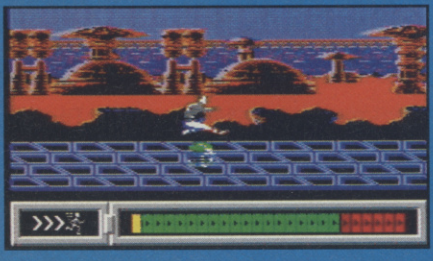
FITNESS TRAINING



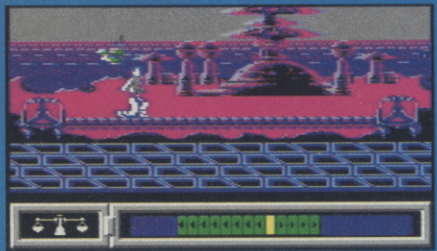
LEVEL 1 – Waggle. Waggle like you've never waggled before. Waggle as if your life depended on it!



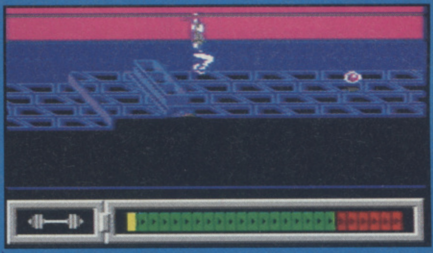
LEVEL 2 – This one's a test of balance. Move your joystick from side-to-side in order to keep the green bar from turning completely red.



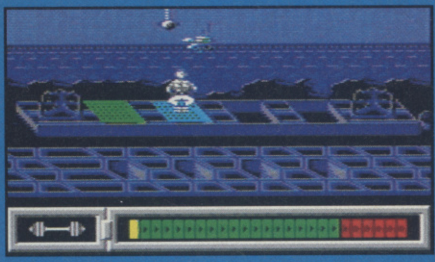
LEVEL 3 – Hurdles. You'll run automatically, just Fire to jump over the obstacles. The longer you hold down the Fire button, the further your recruit will jump.



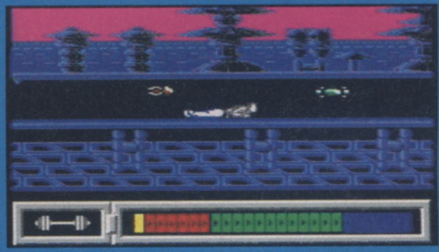
LEVEL 4 – This is another test of balance. Keep the bar in the centre the same as in level two but this time you have to duck under and leap over baddies that come at you from all sides.



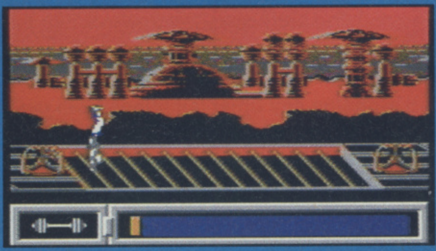
LEVEL 5 – The death slide! (Sounds nasty, huh?) Hit Fire to lift your legs to avoid breaking your kneecaps on the obstacles.



LEVEL 6 – Get to the other side as fast as poss'. Hit Fire to jump and thump a dangling switch that turns on the next platform along. Pull down to duck.



LEVEL 7 – Get to the end of this hazardous tunnel. Fire to duck for a moment to avoid small flying things. Pulling down will make your recruit lie on the floor.



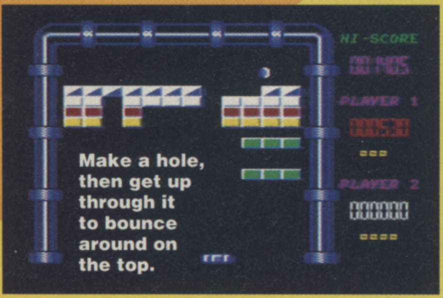
LEVEL 8 – Upsidey-downy monkey bars. Waggle like mad to start with, then, when the bar hits the red section, hit Fire to move on one rung of the ladder. Then waggle, then Fire, waggle then Fire...

HALLAX

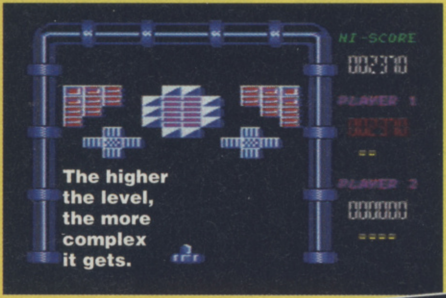
First there was *Breakout*. Then there was *Arkanoid*. And now there's *Hallax*. The aim of each of the 10 levels is to get rid of all the blocks by destroying them with the ball. Each level starts with the ball resting on the paddle at the bottom of the screen. Move the paddle from left to right with the joystick and press Fire when you're ready to release the ball. The skill comes in stopping the ball from falling off the bottom of the screen by manoeuvring the paddle to knock it back into play.

Most blocks take just one hit to destroy; others take more. To make things even more interesting there are a number of power-ups that fall downwards. Catch them on your paddle and you might find that your paddle doubles in width, becomes magnetic or develops firepower.

The smart thing about *Hallax* is that it's got a built-in screen editor. Hit F3 to enter the editing mode from the intro screen. Use the plus and minus keys to select which screen you want to edit, and use the F5 and F7 keys to choose the kind of block you want to insert. Select the block you want to change with the joystick and hit Fire to do the swapping. Once you're pleased with what you've done hit F3 to go back to the intro screen, then hit Fire to start playing your newly-designed level.



Make a hole, then get up through it to bounce around on the top.



The higher the level, the more complex it gets.

QUICKSTART INFO

Side Two • Tape Count 055 • Joystick port 1

◀	LEFT	Move paddle left.
▶	RIGHT	Move paddle right.
●	FIRE	Release ball/Fire
	F1	swap between one- and two-player mode.
	F3	Enter screen editor.

VITAL STATISTIX

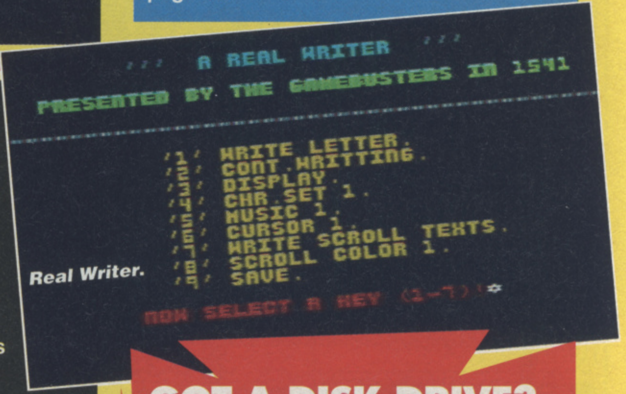
Game	*Hallax*
Original Release	Binary Zone PD
Programmers	Relax Designs
Original label	PD
Genre	*Breakout* Clone
Difficulty	Tougher than it looks

GET YOUR PD 'ERE... LUVERLY FRESH PD

Hallax is bought to you courtesy of Binary Zone PD. If you'd like to know more about them turn to PD Format on page 32.

REAL WRITER

Despite how the name sounds, *Real Writer* is not a word processor. Yes, you write things with it but its main purpose in life is aesthetic. You can type in any message, record it and have it visually played back to you – mistakes, cursor movements, deletes and all. It doesn't care whether you've put your i's before your e's or not. Basically it's for writing messages that look dead impressive on your monitor. It can also write large demo-styley scrolling messages (impress your mates by pretending you've learnt how to code demos over night!). All the instructions are on-screen; all you need to remember is that everything you type will be in the finished message, so if you make a mistake you have to start all over again.



```
A REAL WRITER
PRESENTED BY THE GAMEBUSTERS IN 1541

'1' WRITE LETTER.
'2' CONT.WRITTING.
'3' DISPLAY.
'4' CHR.SET 1.
'5' MUSIC 1.
'6' CURSOR 1.
'7' WRITE SCROLL TEXTS.
'8' SCROLL COLOR 1.
'9' SAVE.
NOW SELECT A KEY (1-7)
```

Real Writer.

ODUS OFFER • ODUS OFFER • ODUS OFFER

Real Writer is preceded by an offer from those great lads at Odus. Take a look at *Real Writer* from the *Odus Hyperpack 2* and try before you buy (which we're sure you will).

NO LOAD ZONE

Sometimes even I have trouble loading my Power Packs. You know how it is. You've done your best, you've tried all the options but even re-aligning the tape head won't work. That's when I turn to Ablex for their expert help. They offer a truly excellent tape replacement service, for those times when only the best will do. If you too suffer from the same embarrassing problem, then pop the tape in a jiffy bag, along with a stamped addressed envelope and send it to:

*CF*35 Tape Replacement
Ablex Audio Video
Harcourt, Telford
Shropshire, TF7 4QD

Don't send your tapes to us here at *CF*. If you do they'll invariably get lost under the masses of other post we have to sift through every month. So folks, for quick service, send your faulty tapes to Ablex!

GOT A DISK DRIVE?

Let's face it, slipping a disk smoothly into a drive is a lot easier than having to fiddle around with a head alignment screw. If you're lucky enough to own a disk drive for your 64, then this service was designed especially for you. For a small fee (to cover postage and duplication costs) our mates at Ablex will send you a Power Pack lovingly transferred on to 5.25-inches of floppy disk.

Getting hold of your disk is easier than Tony Slattery spotting. Simply cut out the coupon from the tape inlay card, pop it in an envelope along with your name, address and a cheque for £1.50 (made payable to Ablex Audio Video), and send the whole kit'n'kabbodle to:

*CF*35 Tape-to-Disk
Ablex Audio Video
Harcourt, Telford
Shropshire, TF7 4QD.

> ELSPA <
PENGUIN
CHARTS · COMPILED BY GALLUP
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CHARTS

TOP TEN

1 STREET FIGHTER 2 ▶
US GOLD £12.99 — CF29 80%

2 WWF WRESTLEMANIA NEW
Hit Squad £3.99 — CF33 88%

3 TERMINATOR 2 ▼
Hit Squad £3.99 — CF30 72%

4 DIZZY:PRINCE OF THE YOLK FOLK ▼
CodeMasters £3.99 — CF17 91%

5 THE SIMPSONS ▶
Hit Squad £3.99 — CF32 92%

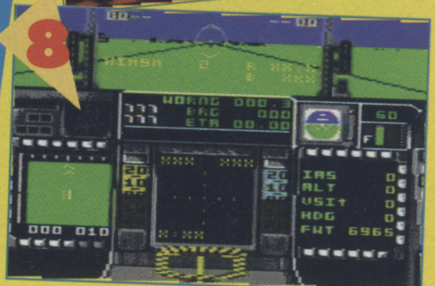
6 JAMES POND 2: ROBOCOD NEW
Kixx £3.99 — CF33 93%

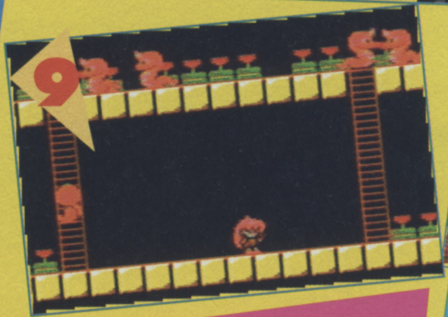
7 TEST MASTER 2 NEW
E&J £3.99 — NOT REVIEWED

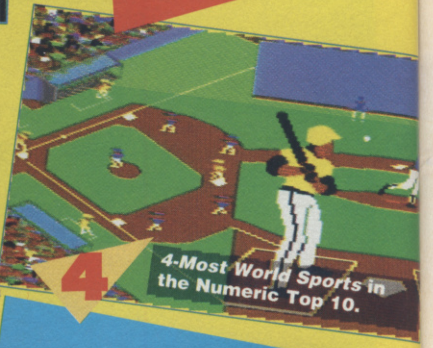
8 F16 COMBAT PILOT ▶
Action 16 £3.99 — CF33 63%

9 RODLAND NEW
Kixx £3.99 — CF34 89%

10 COMBAT PACK 3 NEW
Zeppelin £3.99 — CF25 36%







4-Most World Sports in the Numeric Top 10.

CHART FACTS

In this month's C64 Top 40 software chart there are:

- ④ Games that cost more than a fiver.
- ② Tennis games – Wimbledon mania lives on!
- ⑦ Sports games. You can tell it's summer can't you?
- ⑪ Games from The Hit Squad beating Kixx's 10.
- ③ Wrestling games.
- ⑥ Sequels. Does no-one have any new ideas?
- ㊵ C64 games.

TOP 10 WEEKEND SUBURBAN PASTIMES

1 Waxing the Volvo.
2 Combing the front lawn.
3 Tutting at people who don't comb their front lawn.
4 Walking the three pedigree Red Setters.
5 Meeting with the interior designer over lunch.
6 Weeding the rockery.
7 Feeding the coy carp.
8 Having tea with the vicar.
9 Driving the kids to their riding school.
10 Dusting the the garage.

WHAT WAS THAT NUMBER AGAIN? TOP 10

1	*1st Division Manager*	(CodeMasters)
2	*2-Hot 2-Handle*	(Ocean)
3	*3D Pool*	(Kixx)
4	*4-Most World Sports*	(Alternative)
5	*500cc Grand Prix*	(Microids)
6	*Smash 16*	(Hit Squad)
7	*720 Degrees*	(Kixx)
8	*System 8*	(CDS)
9	*Ciphoid 9*	(Monarch)
10	*IO*	(Firebird)

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- **FREE DELIVERY** Next Day - Anywhere in the UK mainland
- **WINDOWS 3.1** Free Windows 3.1 driver with Starter Kit
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- **FREE STARTER KIT** With Citizen dot matrix printers from Silica

200 SHEETS PRINTER PACK
MICROPAKS
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FREE! STARTER KIT WORTH £57.58 INC VAT

FREE STARTER KIT INCLUDES:
- 3½" Disk with Amiga Print Manager
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- 1.8 Metre Parallel Printer Cable
- 200 Sheets of Continuous Paper
- 100 Continuous Tractor Feed Address Labels
- 5 Continuous Envelopes on Tractor Feed

AMIGA PRINT MANAGER V2.01
For faster printing from your Amiga, with clearer images and more vibrant colours. Available free of charge as part of the Silica Printer Starter Kit.
Features include:
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KIT VALUE £49 + VAT

CITIZEN PRINTERS
WITH 2 YEAR WARRANTY

24 PIN 270 CPS 80 COLUMN

COLOUR KIT OPTIONAL EXTRA
2 YEAR WARRANTY
CITIZEN Swift 200
FREE! STARTER KIT WORTH: £49+VAT SEE LEFT

- Citizen Swift 200 - 24 pin - 80 column
- 270cps SD (15cpi), 216 cps Draft, 72cps LQ
- 8K Printer Buffer (40K max) + 6 LQ Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360 dpi
- Epson, IBM, & NEC P20 Emulations
- Quarter Printing and Auto Set Facility
- Ultra Quiet Mode - 43dB(A)
- Colour Kit - Optional Extra (See Below)
- FREE Silica Printer Starter Kit

SWIFT 200

RRP	£259
SILICA STARTER KIT	£49
TOTAL VALUE:	£308
SAVING:	£129
SILICA PRICE:	£179

£179
+VAT=£210.33 - PRI 2490

9 PIN 144 CPS 80 COLUMN

2 YEAR WARRANTY
CITIZEN 120D+
FREE! STARTER KIT WORTH: £49+VAT SEE LEFT

- Citizen 120D+ - 9 pin
- 144cps Draft, 30cps NLQ
- 4K Printer Buffer + 2 Fonts
- Parallel or Serial Interface
- Graphics Resolution: 240 x 216dpi
- Epson and IBM Emulation
- Pull tractor & bottom feed
- FREE Silica Printer Starter Kit

The Citizen 120D printer comes supplied with a parallel interface as standard. If you require a serial interface instead, please state ref: PRI 2125 when placing your order with Silica.

CITIZEN 120D+

RRP	£199
SILICA STARTER KIT	£49
TOTAL VALUE:	£248
SAVING:	£133
SILICA PRICE:	£115

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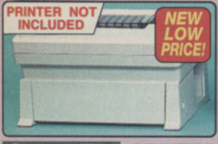
PERIPHERALS & ACCESSORIES

STAND OFFER



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- Robust & Durable Construction
- Saves space and protects continuous stationery from dust and damage
- Compatible with bottom and rear feed

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RIB 3936	224/Swift 9/90/24/200/240 Col	£15.63
RIB 3248	PN48 Single Strike	£3.61
RIB 3348	PN48 Multi Strike	£3.61
COLOUR KITS		
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PRA 1240	Swift 9x/24x	£45.25
PN48 ACCESSORIES		
PRA 1148	PN48 Battery	£46.70
PRA 1155	PN48 Cable Extn	£29.37
PRA 1162	PN48 Car Adaptor	£18.74

24 PIN 300 CPS 80 COLUMN

2 YEAR WARRANTY
CITIZEN Swift 240
FREE! STARTER KIT WORTH: £49+VAT SEE ABOVE

- Citizen Swift 240/240C - 24 pin - 80 col
- 300cps SD (15cpi), 240 cps Draft, 80cps LQ
- 8K Printer Buffer - 40K maximum
- 9 LQ Fonts + 2 Scalable Fonts (8-40pts)
- Font Cartridge Slot - for plug in 'style' fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM, NEC P20 & CEL Emulations
- Quarter Printing Facility
- Auto Set Facility - Bi-directional I/F, Auto Emulation Detection
- Command Vue IV Front Control Panel
- Ultra Quiet Mode - 43dB(A)
- Colour Printing Standard - Swift 240c, Colour Printing Optional - Swift 240
- FREE Silica Printer Starter Kit

SWIFT 240 MONO

RRP	£339
STARTER KIT	£49
TOTAL VALUE:	£388
SAVING:	£149
SILICA PRICE:	£239

£239
+VAT=£280.83 - PRI 2560

SWIFT 240C COLOUR

RRP	£359
STARTER KIT	£49
TOTAL VALUE:	£408
SAVING:	£149
SILICA PRICE:	£259

£259
+VAT=£304.33 - PRI 2571

9 PIN 240 CPS 80 COLUMN

NEW!

2 YEAR WARRANTY
CITIZEN SWIFT 90
FREE! STARTER KIT WORTH: £49+VAT SEE ABOVE

- Citizen Swift 90 - 9 pin - 80 column
- 240cps SD (10cpi) 192cps Draft, 48cps NLQ
- 8K Printer Buffer
- 6 Fonts Built-in
- Parallel Interface
- Graphics Resolution: 240 x 216dpi
- Epson and IBM Emulation
- Auto Set Facility
- Ultra Quiet Mode - 45dB(A)
- Advanced Paper Handling
- Colour Printing Standard - Swift 90c Colour Printing Optional - Swift 90
- FREE Silica Printer Starter Kit

SWIFT 90 MONO

RRP	£199
STARTER KIT	£49
TOTAL VALUE:	£248
SAVING:	£99
SILICA PRICE:	£149

£149
+VAT=£175.08 - PRI 2290

SWIFT 90C COLOUR

RRP	£219
STARTER KIT	£49
TOTAL VALUE:	£268
SAVING:	£99
SILICA PRICE:	£169

£169
+VAT=£198.58 - PRI 2297

INKJET 360 CPS 80 COLUMN

- Citizen Projet inkjet - 80 column
- 360cps Draft, 120cps NLQ
- 50 Nozzle Head - Whisper Quiet 47dB(A)
- 8K Printer Buffer
- RAM Card Options
- 3 Fonts Built-in
- Optional HP Compatible Font Cards
- Parallel and Serial Interface
- Graphics Resolution: 300 x 300dpi
- HP Deskjet Plus Emulation
- 2 Year Warranty

2 YEAR WARRANTY
NEW LOW PRICE!

RRP	£496
TOTAL VALUE:	£496
SAVING:	£217
SILICA PRICE:	£279

£279
+VAT=£327.83 - PRI 2090

192 CPS 136 COLUMN

- Citizen Swift 24x - 24 pin - 136 col
- 192cps Draft, 64cps NLQ
- 8K Printer Buffer + 4 Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM and NEC P6 Emulation
- Colour Option Available
- FREE Silica Printer Starter Kit

RRP	£489
SILICA STARTER KIT	£49
TOTAL VALUE:	£538
SAVING:	£239
SILICA PRICE:	£299

£299
+VAT=£351.33 - PRI 2574

2 YEAR W'TEE
CITIZEN SWIFT 24X
NEW LOW PRICE!

FREE! STARTER KIT WORTH: £49+VAT SEE ABOVE

64 CPS 80 COLUMN

- Citizen PN48 Notebook Printer
- Non-impact Printing on Plain Paper
- 53cps LQ - 4K Buffer + 2 Fonts
- Rear and Bottom Paper Loading
- Parallel Interface
- Graphics Res: 360 x 360dpi
- Epson, IBM, NEC P6 & Citizen Emulation
- Power: Mains, Battery or Car Adaptor

RRP	£325
TOTAL VALUE:	£325
SAVING:	£126
SILICA PRICE:	£199

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2 YEAR W'TEE
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NEW LOW PRICE!

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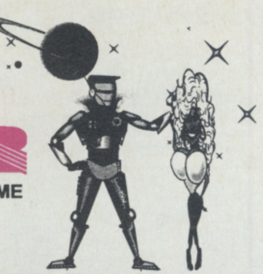

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SNIPPETS

Here's the news in rainbow hues (yeuch! – Ed).

SHOWTIME AGAIN

Yep, we're doing it again. The last Future Entertainment show was so fab that we're going to do another one later this year, from November 11th to 14th to be exact. It'll be bigger, better and brighter than least year's event. *GamesMaster* will be recording their programme live from the show and Radio One will be there with the Roadshow. There's so much to see and do, it's going to be even better than a day trip to Alton Towers. *Laser Quest* will be there too – that's a fabby war game with laser guns played inside a bouncy castle. And to top it all there'll be the finals of the National Games Championship. All this plus all the very latest games for you to try out. How can you afford to miss out? Watch out for more details soon.

The second Future Entertainment Show

WHO'S NOBBY, THEN?

Right the good news first. The superb, 92 per cent Corker-winning *Nobby the Aardvark* is now available at knock down prices on both tape and disk only from *Commodore Format* (check out Mail Order, page 54). Er… now on to the other bit. Apple-ogies go out to David Clarke. Last issue we incorrectly stated that John Ferrari coded the fabby *Nobby The Aardvark*. In fact it was David that was the brain behind the masterpiece. Sorry about that faux pas.

Nobby's going cheap on page 54.

YS – RIP

No, it's not some sad anagram compo, it's the blubberful news that *Your Sinclair*, our beloved sister mag, is about to close the doors to the shed (from whence it was produced) after almost 10 years in service. Including its 21 issues under the pseudonym of *Your Spectrum* it will have topped up a total of (drum roll please, Dave) 114 issues. To celebrate, the last ever issue's going to be a mega-huge 68-pager (twice its normal size) at the bargain price of an outrageous £2.95. A small price to pay for a large chunk of Personal Computer history. Help to make it an impressive farewell. Get down the shops on the 3rd August and buy, bye, bye!

YOUR SINCLAIR
BIG FINAL ISSUE
Future

SCAREY CLAREY

Our very own Jean-Luc Picard is boldly going.

You all know by now that if confronted by our Clur then the best thing to do is stay perfectly still and hope that she won't notice you. After eight months of treading on eggshells, both Trent and Dave have decided that it's too much to cope with.

"They just couldn't hack the tough world of computer journalism," said Clur at lunchtime today.

"We couldn't stand being hacked down by Clur everyday," said Trent.

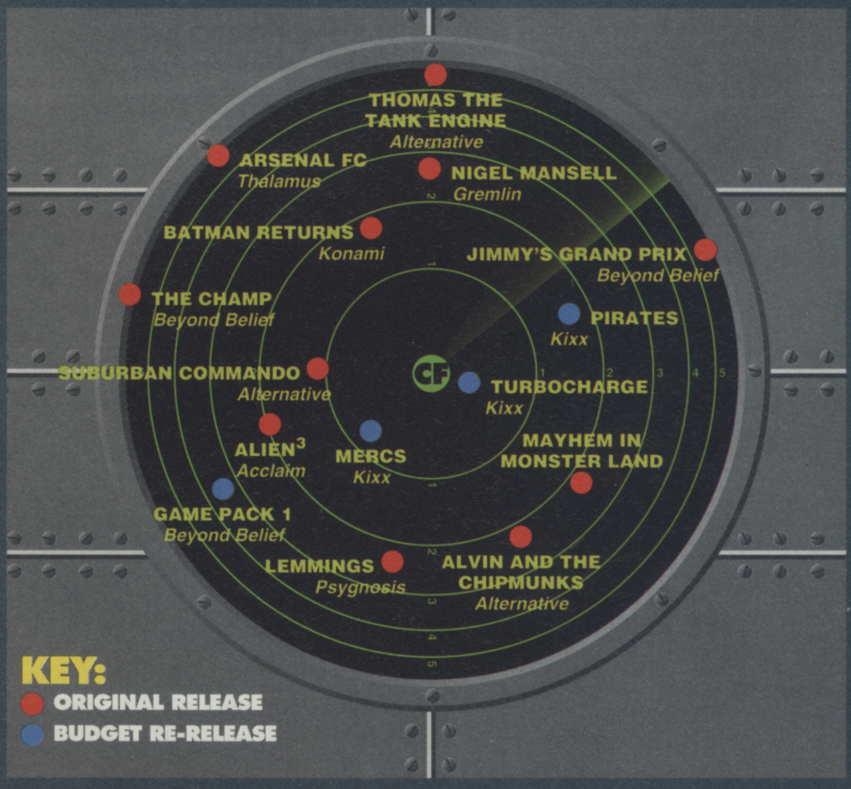
Trent joined the mag with issue 18 while Dave's been ligging it since issue 23. Now issue 35 is their joint last.

Apparently, the powers that be (ie, Colin the Pub) have found someone brave enough to replace our beloved (*Hah! – Clur*) editor. Well, whoever he is, he can't be much worse than Trent was, can he?

Dave's off as well, so there'll probably be a celebratory meal in his honour.

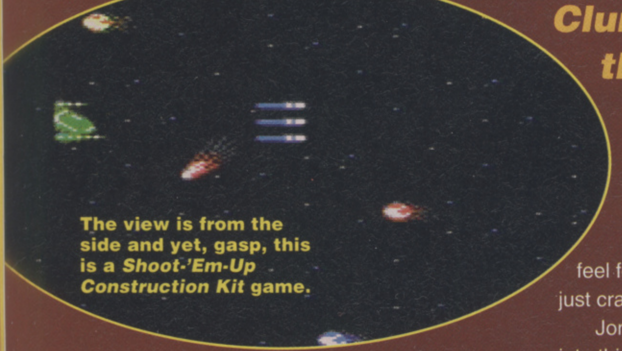
EARLY WARNING SCANNER

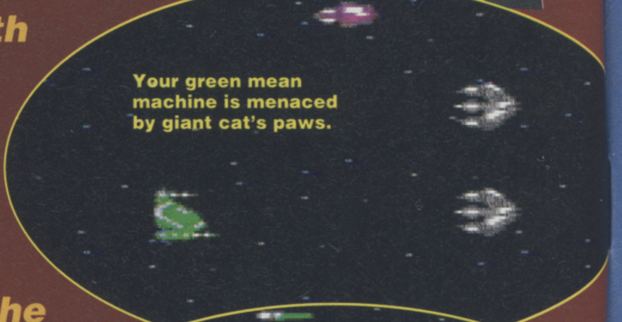
Your at-a-glance guide to upcoming releases. The nearer a game is to the middle of the scanner, the nearer it is to release. Keep watching the skies.

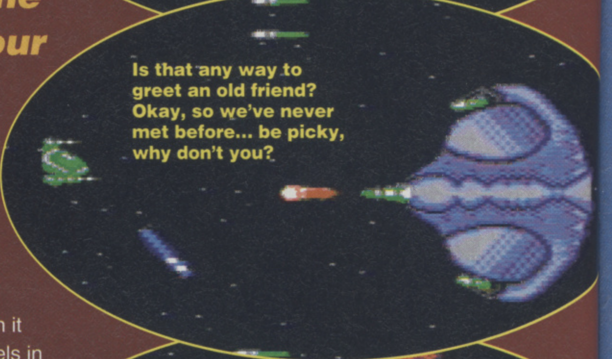


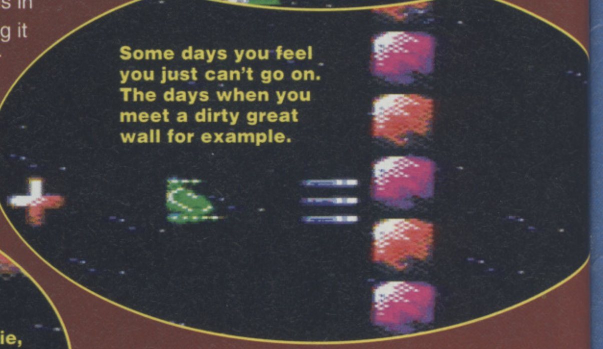
BREAKTHROUGH

A Shoot-'Em-Up Construction Kit *game with a difference? You'd better believe it. The concept hasn't so much been turned on its head as on its side. Clur checks out the game that could change the way we wash our whites forever.*


The view is from the side and yet, gasp, this is a *Shoot-'Em-Up Construction Kit* game.


Your green mean machine is menaced by giant cat's paws.

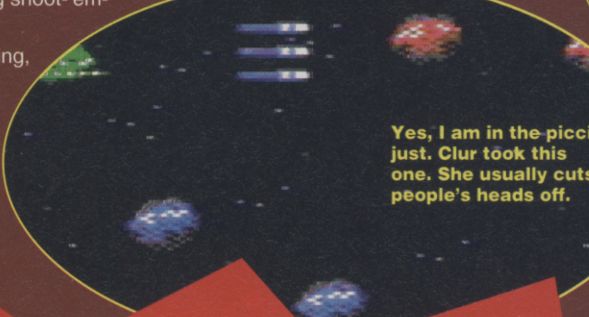

Is that any way to greet an old friend? Okay, so we've never met before... be picky, why don't you?


Some days you feel you just can't go on. The days when you meet a dirty great wall for example.

One of the problems with *Shoot-'Em-Up Construction Kit* games is that they're all so darned predictable. Finding *SEUCK* games that offer something new or inovative is almost as rare as Dave likes his steaks. But now somebody *has* given *SEUCK* a new twist quite literally.

Jon Wells, the man who wrote *Sceptre Of Baghdad*, has found a way to use *SEUCK* to program horizontally scrolling shoot-'em-ups. Yes that's horizontally-scrolling. Not vertically-scrolling, but horizontally scrolling. That's from side-to-side, just in case you haven't got the idea yet. With a horizontally-scrolling shoot-'em-up you get a much feel for the action; it's not like you're just crawling along the floor.

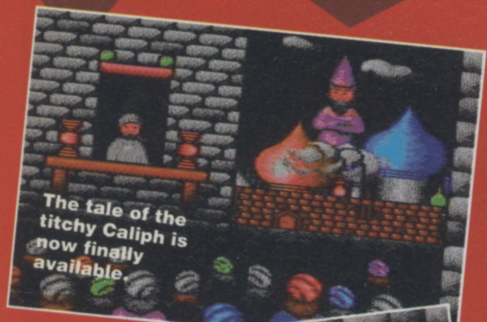
Jon's so proud of his first venture into this realm that he's decided to release the game through his own software label, Phoenix. It's called *Breakthrough* and from what we've seen it promises to be a hit. There'll be five levels in the finished version and Jon will be selling it at the bargain knock-down price of £2 for both the tape and disk versions. Keep an eye out for a review of the finished game soon.

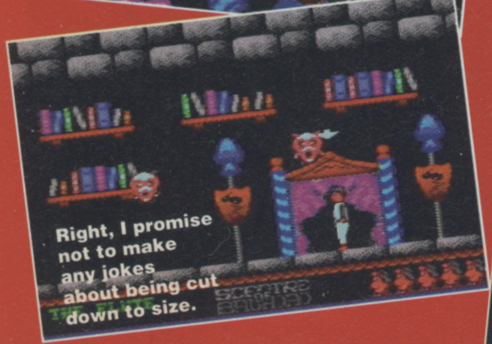

Yes, I am in the piccie, just. Clur took this one. She usually cuts people's heads off.

VITAL STATISTIX

GAME	BREAKTHROUGH
PUBLISHER	PHOENIX
PRICE	£2
AVAILABLE	TBA

SCEPTRE'S HERE

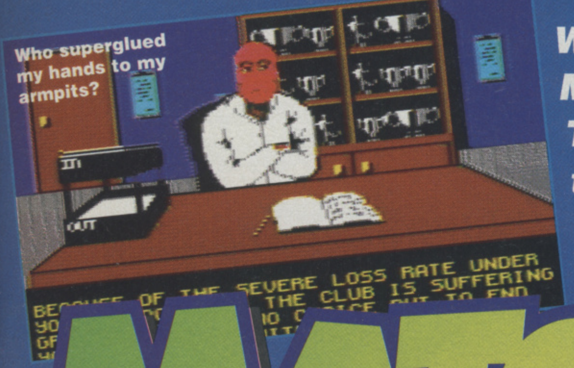

The tale of the titchy Caliph is now finally available.


Right, I promise not to make any jokes about being cut down to size.

Hmm, I wonder what this could be?

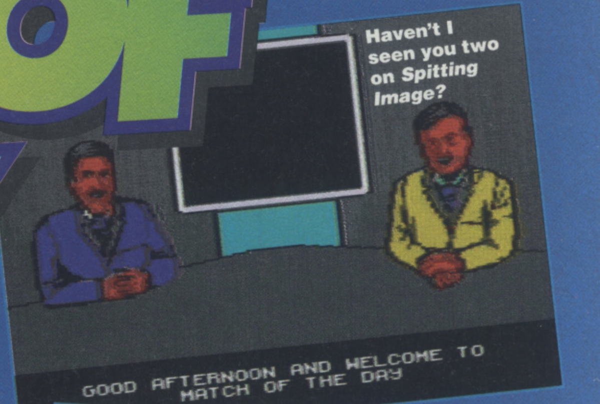
After months of cogitation and deliberation Jon Wells has managed to beat *The Sceptre of Baghdad* into submission and it's finally ready to hit the streets (or the mail order ads pages, at least). There's now a full intro screen in the style of a scrolling demo, and a snazzy new outro screen too, as well as some redesigned in-game graphics. (You'll be glad to know that the Caliph no longer looks like one of Michael Bentine's *Potty Time* people – don't tell me you've never heard of them?).

If you want to know more you can contact Psytronic Software for more info at 34 Portland Road, Droitwitch, Worcestershire. WR9 7QW.
☎ 0905 779274.


Who superglued my hands to my armpits?

Wow, Rochdale, Barnet, Gillingham, Maidstone and Blackpool! Yes, Zeppelin's TV footie management sim features all the top soccer teams! With a transfer to the budget league imminent, we sent Clur down to check out Des and Jimmy's form.

MATCH OF THE DAY


Haven't I seen you two on *Spitting Image?*

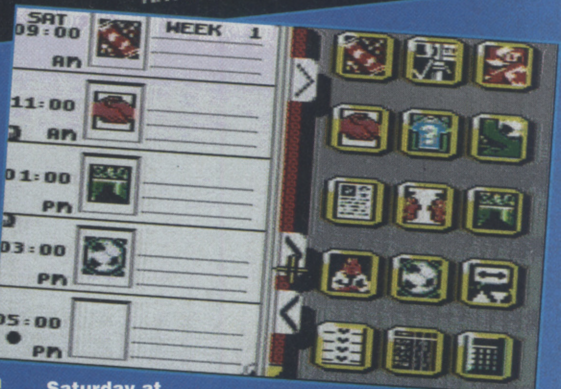
Exactly a year ago today James sat down at this very desk and played *Match Of The Day* for the first time. To celebrate this awesome anniversary Zeppelin will be releasing the classic footie management game on cassette for more than a fiver less than its original price. James admittedly was quite nice about it, but he always was a bit of a softie when it came to anything regarding football (*he has to be, he supports Rovers! – Clur*). I've just read through his original piece and it does sound impressive, but I'd like to reserve judgement until I've played it a little more.

What you're supposed to do is take a scummy little Fourth Division team up the ranks and finally win the First Division League Championship (*I remember when football was football, when you could pass back to the goalie, when level meant offside... – Ollie*). Whether you make it that far without being thrown out by the club's owner is down to how well you manage your daily routines.

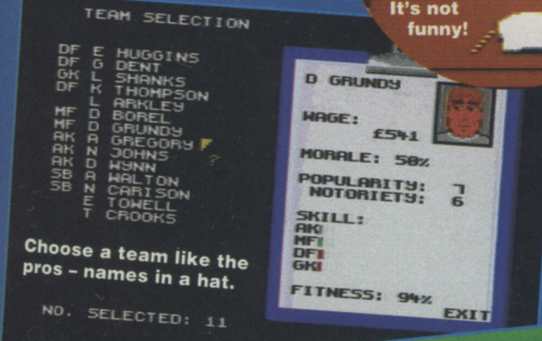
The game is set up in the form of an appointments diary, with spaces for five appointments on each day. By the side of the diary is a set of icons representing all the different things you can get up to in your busy day as a football team manager. You can set up meetings with loads of people including the team physio, the fan club or your scout.

But no matter how well you prepare your team, when it comes to three o'clock on a Saturday afternoon they're out on their own. The most you can do is sit on the sidelines grimacing every time your star attacker misses that header. You're left to watch the highlights on telly like everybody else, with Mr Chinny and Mr Chubby doing the commentary.

I know that you're dying to ask what I think of *Match Of The Day* but I didn't have much of a chance to play it this month. If you can just hang on until next month, I'll let you know whether it plays better than the England lads have this season (*can't be worse – Ollie*).


Saturday at 3pm – get out of pub fast.

It's not funny!


Choose a team like the pros – names in a hat.

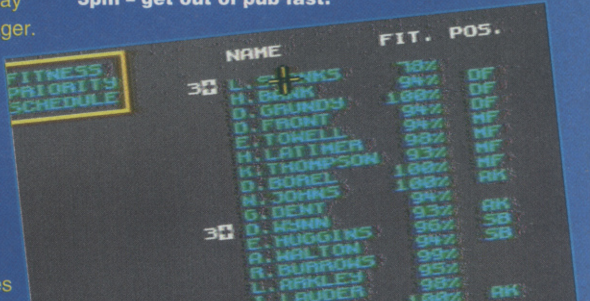
```
TEAM SELECTION

DF E HUGGINS
DF G DENT
GK L SHANKS
DF K THOMPSON
   L ARKLEY
MF D BOREL
MF D GRUNDY
AK A GREGORY
AK N JOHNS
AK D WYNN
SB A WALTON
SB N CARISON
   E TOWELL
   T CROOKS

NO. SELECTED: 11
```

```
D GRUNDY

WAGE:
      £541
MORALE: 50%
POPULARITY:  7
 NOTORIETY:  6
SKILL:
AK
MF
DF
GK
FITNESS: 94%
                EXIT
```


Keep 'em off the alcohol and on the the training schedule (it's tricky).

```
FITNESS
PRIORITY
SCHEDULE
                  NAME            FIT.   POS.
           3■  L. SHANKS          78%    DF
               H. BANK            94%    DF
               D. GRUNDY         100%    DF
               D. FRONT           94%    MF
               E. TOWELL          94%    MF
               H. LATIMER         98%    MF
               K. THOMPSON        93%    MF
               D. BOREL          100%    AK
               N. JOHNS          100%
               G. DENT            94%    AK
           3■  D. WYNN            93%    SB
               E. HUGGINS         96%    SB
               A. WALTON          94%
               R. BURROWS         99%
               L. ARKLEY          95%
               I. LAUDER          98%    AK
               M. SMITH          100%
                                             EXIT
AVAILABLE SESSIONS: ++++++++
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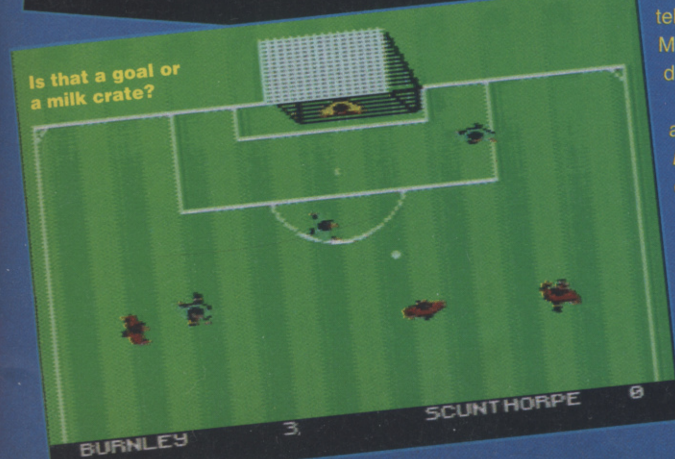

Is that a goal or a milk crate?

CF VITAL STATISTIX

GAME	MATCH OF THE DAY
PUBLISHER	ZEPPELIN
CONTACT NUMBER	091 385 7755
PRICE	£3.99
AVAILABLE	LATE AUGUST
OTHER INFO	DEMO ON CF24

THE ULTIMATE BEAT-'EM-UP

If you were going to do a feature about creating the hardest beat-'em-up ever in your mag, who would you pick to write it? Someone well known for their psychotic tendencies? Yep, we went for the obvious as well. Go to it Clur, knock 'em dead.

Have you ever seen *The Magnificent Seven*? A Mexican town is threatened by a bunch of bandits, so they hire Yul Brynner, to collect together a band of the toughest, meanest guns for hire to protect the town. Well, this feature's going to be like that. Yep, I'm taking on the Yul Brynner role (but I'm not shaving my head for anyone) and collecting together the hardest, meanest bunch of C64 fighters in the biz. I'll be going down the darkest alleyways, into the seediest gyms and even down the sewers in my quest to bring together all the elements that'd make the ultimate beat-'em-up, the kind of game that can protect us from the evils that are *Final Fight* and *International Ninja Rabbits*.

WHO'S WHO?

There's a saying: if all of us were the same this world would be a very dull place indeed, and it's certainly true for beat-'em-ups. All but one of my favourite slug-fests give you a choice of characters to play. One of the reasons the original *Street Fighter* was so naff was that you had no choice but to play Ryu. The one game I like in which you have to like your character or lump him (*excuse me? – Ed*) is *IK+*, but it does have an excuse – the only difference between the three players is the colour of their gi, so it really doesn't matter that you can't choose which one to play.

But when the fighters have different skills you feel a little miffed when you can't try out that wacky upside-downy-turny thing that your opponent can use. Freedom is all about choice, and I hold my freedom dear to my heart.

KEIKOKU 0 WAZA-ARI
CHUI 5 YUKO
SHIDO 3 KOKA
1400

Uchi Mata Judo is named, believe it or not, after the Uchi Mata move in Judo.

FIGHTING STYLES

What's needed is a wide range of fighters, each specialising in a particular field. It's no use being a Jack of all trades if Jack's the one who gets beaten to pulp all the time. So if I was putting together the hardest bunch of fighters I'd have to include a few of the *SF2* mob for their superb long-range fighting abilities, plus some martial arts experts from *IK+* and *Uchi Mata* for their precision and speed. I'll chuck in *Barbarian* and his missus too, to add a bit of brute force to the proceedings and a sprinkle of the fancy panted *WWF* stars

PSYCHO-MANIA

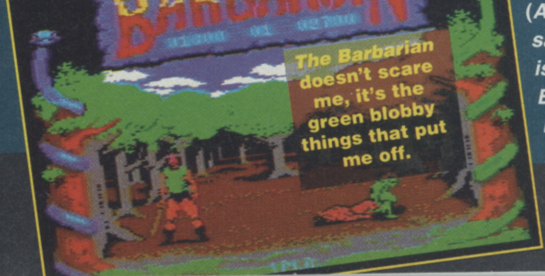
They say madness runs in the family, so why my Mum and Dad are so normal I'll never know. Anyway here are a few families of fighting games that definitely inherited something weird in their genes.

Barbarian **was launched in 1987, causing a storm in the charts – although the press at the time weren't too convinced. Then, just over a year later, the sequel went down a storm too (*probably because of the scantily clad woman you can choose to play – Ed*). The eponymous hero is one of the most vicious fighters ever, too. To quote Trent: "You'll love *Barbarian*, Clur. He's as mad as a small copse and twice as violent"… Personally I think he could do with seeing a psychotherapist; anyone with that much anger inside him needs to talk about it to a good and unbiased listener. (*You seem to know a lot about it Clur – Ed.*)**

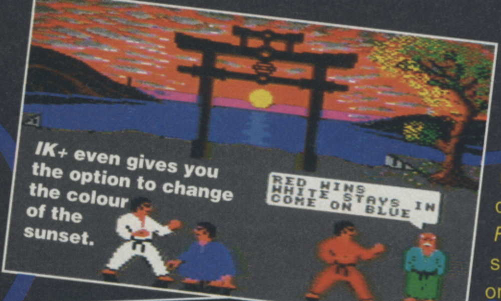
Arguments have raged for centuries (well, years) about how good the *Last Ninja* series really is. Personally I'd rather stick my snoz into one of Trent's shoes than play any of them. But as Mother used to say: each to his own, the world would be a dull place… blah, blah… Actually my psychotherapist blames my Mother for all my problems (*a-ha! – Ed*).

The *Renegade* saga confused everyone by not calling the second in the series *Renegade 2*, but fancying it up and calling it *Target Renegade*. Then going back to the traditional way of doing things with *Renegade 3*. So what if they're numerically illiterate? They're still darned fine games… Mr Benn, as he likes me to call him, says that all I need to do to get better is get rid of those darned Ed comments from my copy. Anyway I can, he says… It's the only way… Then I'll be a more balanced person. (*Erm… you are joking aren't you, Clur…? This is all just one big gag, isn't it? – Ed*)

Let's skip the *Double Dragon* stuff, shall we? (*Anything you say, your word is…urghhhh! Eeeurrghh! H…e…l…p! – Ed*).



The Barbarian doesn't scare me, it's the green blobby things that put me off.



IK+ even gives you the option to change the colour of the sunset.

Red Heat is not too hot. In fact, it's rubbish.

'cos they're pretty… big.

Now, I may have a reputation for getting a little vicious when things don't quite go my way, but put me up against a Shaolin Kung Fu expert and I wouldn't have a clue. He'd have me flat on the floor before I even had chance to say, "maybe we could solve this problem with a chat over a nice cup of…" You see, even I need a helping hand sometimes. You need to be prepared for absolutely anything in this game.

ONE CHUMP OR TWO?

You have to admit that even the most appalling fighting games suddenly become a lot more fun in two-player mode. Probably something to do with the naturally violent instinct that lies deep inside all of us (*except Mary Whitehouse – Ed*). Even when the two-player mode means that you're fighting together for the same cause it adds a certain something to the value of a game. Twice the players can mean a lot more than twice the fun – *WWF European Rampage* was a classic case of this in action.

> *Even the most appalling fighting games suddenly become a lot more fun in two-player mode.*

Bashing a mate can be very therapeutic, and nobody ever gets hurt. Not only that but you'll probably end up having so much fun that you'll forget all about that argument you were having about who was going to ask out that cute redhead in your maths class.

SCROLLING AROUND TOGETHER

The question now is: do you take your fighters on a quest for a bit of the old ultra-violence or do you stick it out and wait for someone to come and find you? Both scrollers and non-scrollers have their advantages. A scrolling game can have more variety, and not only in terms of the backgrounds; it can introduce pick-ups such as weapons along the way, for example. *Turtles* was excellent in this respect.

On the other hand some non-scrollers have such fancy backgrounds that there's no way to see what you're doing; *Street Fighter*, *Street Fighter 2* and *Fist Fighter* all suffer from this to a greater or lesser extent.

Another thing to take into account is whether you want to fight against or mate or not. If you don't want to collaborate then the game has to be set on one screen. You can't have one player skulking off to Timbuktu in the middle of the crucial third round now, can you?

LEE CHUNG
99
KNOCK OUT
HERR

He's supposed to be a *Fist Fighter* not a knee-to-face fighter.

HOW MANY CHACKS CAN A NUNCHACK CHACK?

One thing that makes scrolling games boring is facing hordes of the same old enemies again and again, as they attack in pretty indistinguishable waves. I prefer beat-'em-ups when you face just one really mean opponent at a time, each one having different characteristics. A one-on-one combatant needs to use a more tactical approach than someone who's just trying to damage as many people as possible. Compare *Red Heat* to *SF2* if you want to see what I mean.

As always the exception proves the rule. *IK+* is a game with three players on screen at all times; it can be two-player but there's always a computer player there to put a spanner in the works. But take this principle too far and you'll end up with a disaster of a game like the two-on-two *Pit-Fighter* which is just a mess.

ARE YOU TOUGH ENOUGH?

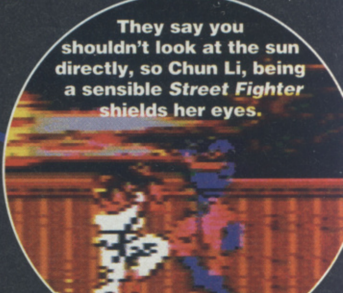
It's not much cop going on a rumble and just picking on the little kids. It may be fun at first but you'll soon get bored and wish you could battle with their big bruvs instead. What I'm saying is that if you make a game too easy no-one's going to give it a second look.

The same applies for games that are just far too tough. You've just got to go on gut feeling here to get a good balance but the perfect game difficulty level would sit right in the middle of the just-a-bit-too-easy *SF2* and the slightly-too-tough *WWF2*. Your enemies need to threaten but not be infallible

LETHAL WEAPONS

Let's face it, weapons can add to the fun. The only redeeming feature of *Double Dragon* is that you get to use some nifty weapons. When integrated properly into a game they can make a beat-'em-up really stand out from the crowd. Who hasn't gone 'Cor!' when you get to ride on the dragons in *Golden Axe*? (*Er, anyone who hasn't played it, for a start – Ed.*) Even *Pit-Fighter* becomes slightly more enjoyable when your player gets hold of a drainpipe to whack people about the head with (but I am talking relatively, of course). Even the special moves in *Street Fighter 2* are essentially weapons, and let's be honest, *Street Fighter 2* would be pretty darned lame without them.

Weapons are great so long as they don't enable you to totally overpower your opponents, 'cos then you'd be left with something as boring as when you get hold of the scaffolding in *Final Fight*.



They say you shouldn't look at the sun directly, so Chun Li, being a sensible *Street Fighter* shields her eyes.

TACTICAL MANOEUVRES

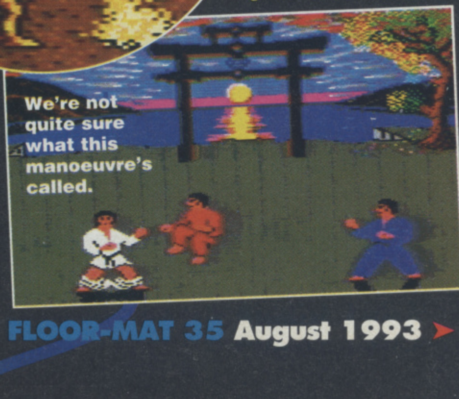
The thing that gives *Street Fighter 2* its edge is the combination of special moves that each character has. So why don't we rip it off mercilessly and give each of our fighters a different special move to help them along their way. Then no matter what we're faced with we can always find someone who can do that one thing better than his opponent as long as he's given the chance (I have to mention the best special move of all time here: the pants down move in *IK+*; I laughed 'till my knicker elastic burst).

I SAID JUMP!

There's nothing that annoys me more than big muscle-bound men who just won't do as they're told. If you press Fire and move the joystick up then left, you want your player to do a spinning kick there and then. You don't want him to hang around looking stupid for five minutes, while someone gives him a kick up the butt, before he actually makes his move.

One thing that *Pit Fighter* falls down on

Well I can't see any golden axes, but he's a pretty mean dragon.

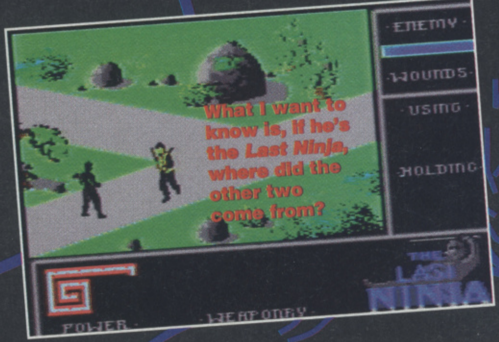


We're not quite sure what this manoeuvre's called.

is that it's just too difficult to get your player to do anything. What was dead handy was the feature in the original *WWF* where you had on-screen prompts to remind you what you were supposed to be doing and when you were supposed to be doing it.

WHAT A BIG BOY

Even if you've got your droogs to do what you want them to it's no darned good unless you can see what you're doing. If you're so small that every move looks like the last (ever played *Dragon Ninja*?) damaging your opponent is more a matter of luck than skill. On the other hand if your opponent is so big he doesn't fit on the screen… Well, have I mentioned how sad a game *Red Heat* is yet? You only get to see the sprites from the waist up and they're so bulky they're about as manoeuvrable as Giant Haystacks in a telephone box.



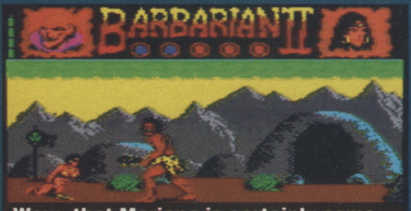
What I want to know is, if he's the Last Ninja, where did the other two come from?

The combatants should have an average height of two to three inches; that way you get decent detail in the sprites as well as the agility you need to win. The smallest you can really get away with is the size of the sprites in *Dragon Ninja*, but that's at a push.

AN EYE FOR AN EYE

Oooh, I do love this bit. It might upset the faint-hearted and cause Mary Whitehouse's knickers to bunch up, but in my book a little bit of gore goes a very long way. If when you beat someone to pulp they just go, pufffff! in a cloud of smoke, that's not much of a reward for all your hard work.

Okay, I wouldn't go as far to say that we want to see blood (I dunno, though), but some indication that you've hurt 'em helps make all that waggling and jabbing seem worthwhile. I love it in *Barbarian 2* when you get to chop the nasties' heads off, and in *Target Renegade* you can bash 'em when they're down – that's what we want.



Wow, that Mariana is certainly some woman. She knocks the pants off her man, the Barbarian.

COULDN'T FIGHT THEIR WAY OUT OF A PAPER BAG

Before I let you know which fighters I reckon should be in my group of super desperados, I think I'll let you in on some of the games that wouldn't even make it into the ring let alone last a round. So here they are, the sort of beat-'em-ups that would always get picked last for the school footie teams, and then be put in defence where they couldn't do much damage:

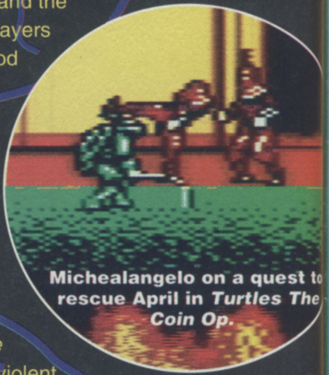
- *Double Dragon* – this is really one of the most awful games I have ever played. It's not even worth giving to your youngest sister as a chrissy pressie for a joke. Minuscule, uncontrollable sprites make it unplayable.
- *Tag Team Wrestling* – Slower than a slug on crutches and more boring than, well, any other wrestling game actually.
- *Final Fight* – Yeuch, training a cat to bark on command would be easier than getting to grips with the slow responses of *Final Fight*.

JUST DO IT

Okay then, I think it's time to introduce you to Clur's super fighters 1993:

- Ken and Dhalsim, from the dead hard *Street Fighter 2*, bought along for their long-range fighting abilities.
- Michaelangelo, Mutant Turtle, 'cos I just lurve his nunchakas.
- Chun Li, from *Street Fighter 2* too, for her fighting speed.
- Mariana of *Barbarian 2* fame and Tyris Flare from *Golden Axe* for their womanly charms.
- I've got the *Uchi Mata* gang for their precision fighting and *Barbarian* for his inquisitive adventuring nature.
- All three of the Karate Kids from *IK+* can take their places in the ultimate street gang, as long as they wear their boxer shorts.
- And the *Pit Fighter* guys have been invited too 'cos they've got all the weapons.
- A couple of sequels next: the rest of the *SF2* posse because their special moves are dead impressive and the painted *WWF2* players 'cos they look good and have enormous chests.
- The main dude from *Dragon Ninja* gets a look owing to his sheer agility.
- The bloke from *Target Renegade* because he's so violent.
- And, last but never least, the *Last Ninja*, the *Last But One Ninja* and the other *Last Ninja* (all three of them) purely for causing more fights over how good they are rather than how well they hold up in a bash.

Anyone wanna argue?

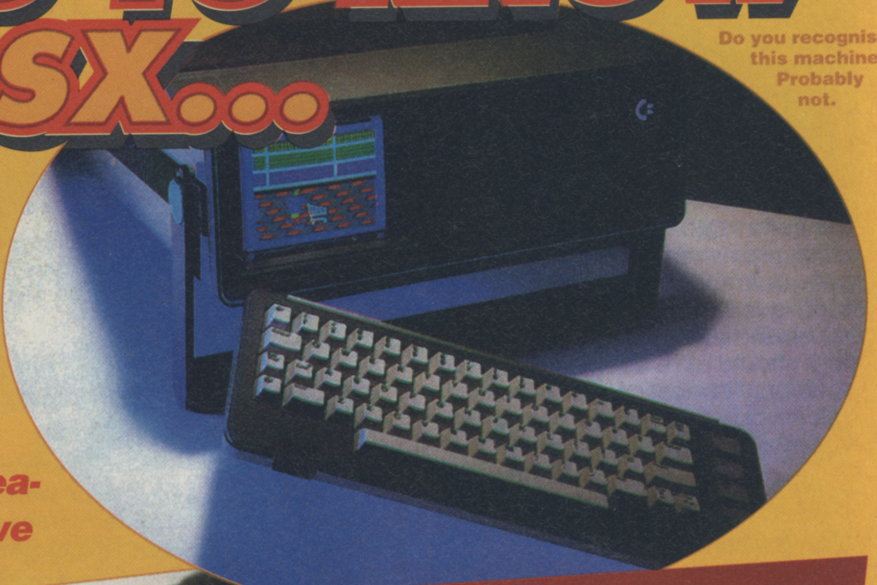


Michealangelo on a quest to rescue April in *Turtles The Coin Op.*

THE KINGS OF THE RING – OVER 50 C64 BEAT-'EM-UPS RATED

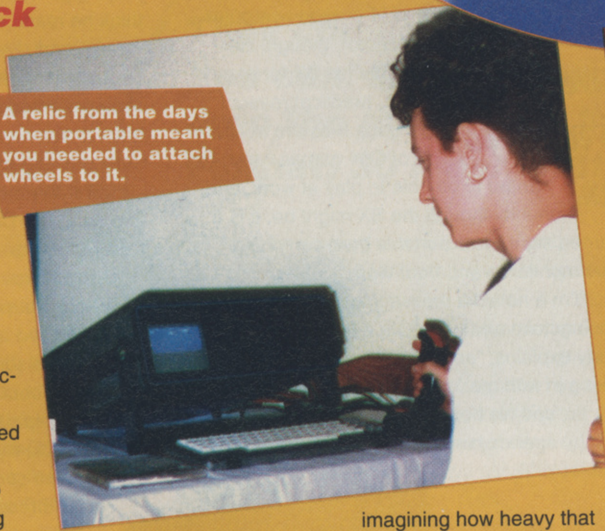
Altered Beast	Activision	May 91	★★★
American Tag Team Wrestling	US Gold	Jul 87	★
Bangkok Knights	Again Again	Dec 87	★★★★★
Barbarian	Palace	Jul 87	★★★★
Barbarian 2	Palace	Aug 88	★★★★★
Barry McGuigan's World Champ Boxing	Activision	Oct 85	★★★★★
Budokan	Electronic Arts	May 92	★★★
Bushido	Firebird	Feb 90	★★★★
By Fair Means or Foul	Superior Software	Jan 90	★★★
Champ, The	Linel	Mar 90	★★★★
Championship Wrestling	Kixx	Mar 92	★★★★
Double Dragon	Melbourne House	Feb 89	★
Double Dragon 2	Virgin	Jan 90	★★★
Double Dragon 3	Storm	Jan 92	★★★★
Dragon Ninja	Imagine	Mar 89	★★★★
Fight Night	US Gold	Feb 86	★★★★★
Final Fight	Ocean	Mar 92	★
Fist Fighter	Zeppelin	May 93	★★★★
Fist II	Melborne House	Dec 86	★★
Frank Bruno's Boxing	Elite	Dec 85	★★★
Freddie Hardest	Imagine	Feb 88	★★
Golden Axe	Virgin	Nov 90	★★★★★
Human Killing Machine	US Gold	May 89	★★
IK+	Hit Squad	Apr 90	★★★★★
International Karate	System 3	Jun 86	★★★★★
International Ninja Rabbits	Microvalue	Mar 92	★★
Karate Champ	Americana	Jul 87	★★
Karnov	Electric Dreams	Jul 88	★
Kendo Warrior	Byte Back	Nov 89	★★★★
Kendo Warrior	Byte Back	Nov 89	★★★★
Knight Games	English Software	Sep 86	★★★★★
Knight Games 2	English Software	Apr 88	★★★
Last Ninja	System 3	Aug 87	★★★★
Last Ninja 2	System 3	Sep 88	★★★★
Last Ninja 3	System 3	Mar 91	★★★★
Microleague Wrestling	MicroProse	Jun 88	★★
Muncher	Gremlin (PP 27)	Jun 89	★★★★
Ninja	Entertainment USA	Nov 86	★
Ninja Commando	Zeppelin	Aug 89	★★★★
Ninja Hamster	CRL	Feb 88	★★
Ninja Master	Firebird	Sep 86	★
Ninja Spirits	Activision	May 90	★★★★★
Ninja Warriors	Virgin	Jan 90	★★★★
Pit Fighter	Domark	Sep 91	★★
Popeye 3	Alternative	Nov 92	★★★★
Pro Boxing Simulator	CodeMasters	Jul 90	★★★
Red Heat	Ocean	Sep 89	★★★
Renegade	Imagine	Nov 87	★★★★★
Renegade 3 – The Final Chapter	Ocean	May 89	★★★★★
Rock 'N' Wrestle	Melborne House	Apr 86	★★★
Running Man	Grandslam	Sep 89	★★
SF1	Capcom	Aug 88	★★
SF2	US Gold	Feb 93	★★★★
Shao-Lin's Road	The Edge	May 87	★★★
Street Hassle	Melbourne House	Dec 87	★★★★
Target Renegade	Hit Squad	Jun 88	★★★★
Turtles Coin-Op	Vivid Image	Nov 91	★★★★★
Uchi Mata Judo	Martech	Dec 86	★★★★
Vendetta	System 3	Feb 90	★★★★★
Vigilante	US Gold	Nov 89	★★
Way of the Exploding Fist	Melborne House	Aug 85	★★★★★
Way of the Tiger	Gremlin	Sep 86	★★★
WWF	Ocean	Jan 92	★★★★★
WWF2	Ocean	Feb 93	★★★
Yie Ar Kung-Fu	Imagine	Apr 86	★★★★

EVERYTHING YOU WANTED TO KNOW ABOUT SX...



Do you recognise this machine? Probably not.

...But didn't ask because you hadn't got a clue what an SX was. It was, in fact, a portable C64 which was launched in 1984, bought by about five people and promptly vanished into the pea-souper fog of history. And Dave managed to track one down...



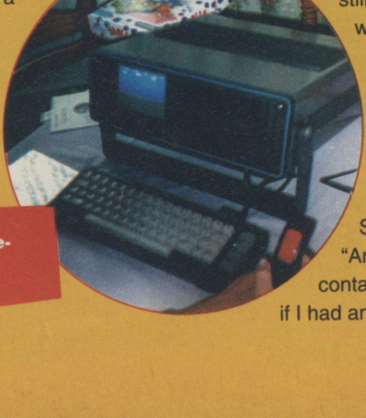
A relic from the days when portable meant you needed to attach wheels to it.

Sigue Sigue Sputnik. *The Borgias*. TVAM. Betamax. BMX's. The Black Death. The Sinclair C5. The Sinclair Calculator. The Sinclair Z88. Anything by Clive Sinclair, actually. All of them came out in the early 80s amidst a blare of publicity, and then... er, well, nobody seems to know. They just seemed to mysteriously vanish like crew members in a particularly cheap episode of *Star Trek*. Something else which had the same fate was the SX64. The what? The SX64, which was (now don't laugh) the portable C64.

Yep, back in 1984 Commodore unleashed the SX64 on to an unsuspecting world. And 99.99 recurring per cent of the world still doesn't suspect a thing. It's fair to say that the machine wasn't a hit. It was aimed at the business market, and marketed rather like an early version of a laptop PC. But stick this not-so-little baby on your lap and you'd cut off blood circulation to your toes – at 25.6lbs it wasn't light (and if you're having trouble imagining how heavy that is check out our handy Weighty Problems box just over the page). And the business market showed about as much interest in it as the English cricket selectors do in winning matches – zilch.

But the machine does have a few loyal fans. Believe it or not, there are people out there who still regularly use their SX64s. Even stranger, there are still people out there who want to buy SX64s. Don't take my word for it, listen to this:

"I advertised for one for quite a few months in *Micromart*," admits unashamed SX-user Andy Payne. "And other people got in contact with me to find out if I had any success. And if I

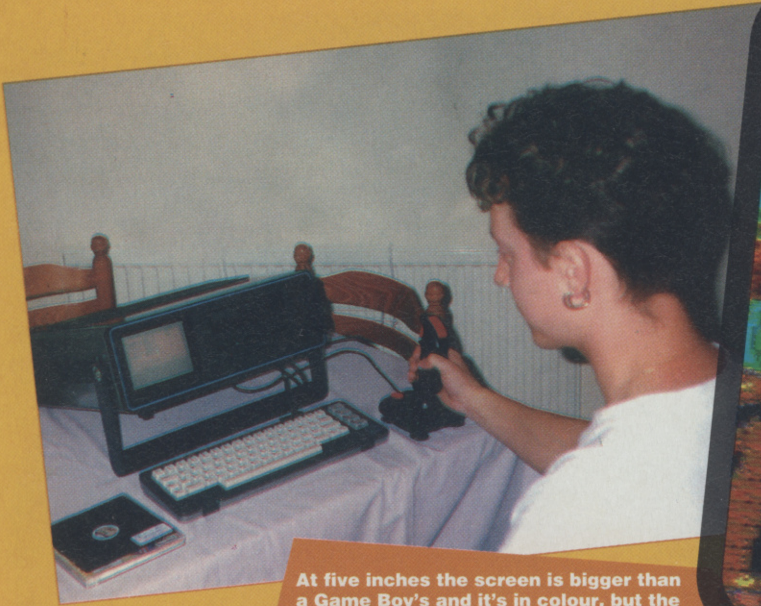


It's that dynamic over-the-shoulder shot of Andy in action on his SX64.

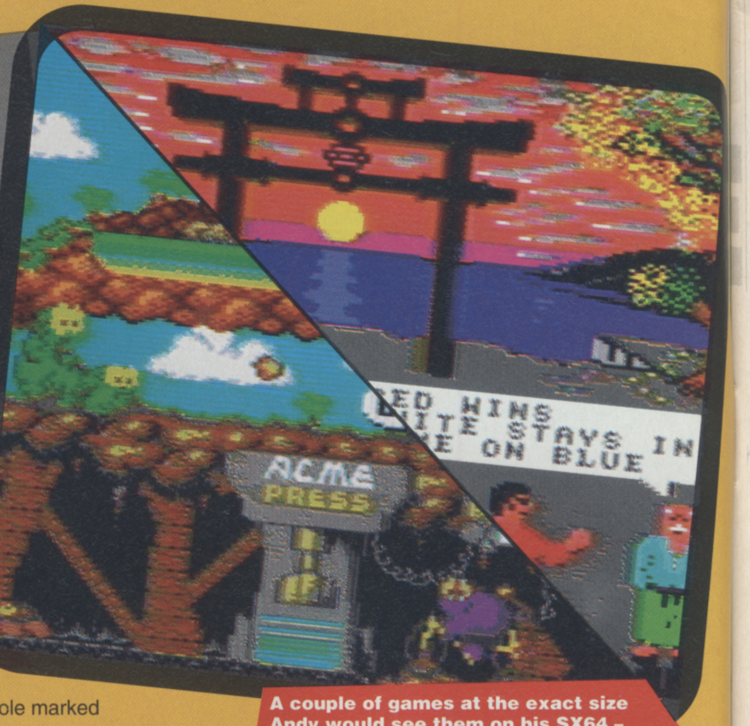
THE TECHIE BIT

RAM	64K
ROM	16K
Display	24 lines of 40 characters on a 5-inch screen (the same as a normal C64)
Keyboard	62 keys in a casing that turns into a lid when you pack the SX away.
Graphics	Eight sprites plus on-key character graphics. Programmable and multi-colour graphics. 300 x 200 pixel resolution in hi-res mode (again the same as the C64).
Sound	Three channels, four waveforms (hey, this is a mini C64).
Ports	Parallel user port, serial interface, two joystick ports, cartridge port and monitor/sound port (so that it can be connected to a full-sized monitor).

Andy Payne's a C64 fanatic who bought his SX so that he could play his vast collection of games at work. Hang on, I thought only games-testers and journos were allowed to play games at work! Where's my union representative?



At five inches the screen is bigger than a Game Boy's and it's in colour, but the rest of the machine is 20 times as big.



A couple of games at the exact size Andy would see them on his SX64 – *IK+*, one of Andy's faves, and *Creatures 2* which doesn't shrink down too well.

found more than one they wanted me to let them know so that they could try to get hold of the other ones."

Andy, a long-time 64 fan who's name has appeared on the letters and games tips pages of many a 64 magazine over the past few years, has had two SX64s. He decided he needed a new one because his original SX had keys missing and a cracked casing. His new one is in almost pristine condition. He bought it for £80. He sold his tatty old one for £160. Good profit margin.

"They generally sell for about £150 to £160. The guy who I bought the new one off didn't know what he had. He picked it up at an auction. When they originally came out they cost about £900."

So how many people does he reckon still have working SX64s today?

"Not many. But I do know a guy in America who's got two DX64s."

Ah, the DX. That was the American version which had two disk drives. Our European version had just one plus a hole marked 'storage'. Very useful, as long as you don't store disks in there; the magnetic fields generated by the SX64's drive tend to wipe them clean or corrupt them at the very least. Nice piece of design.

Even stranger, there are still people who want to buy SX64s.

Andy isn't some kind of vintage computer collector, though. He bought his SX for a very good, practical reason. He's got a massive collection of C64 games which he wanted to be able to play at work, and, chunky though the SX might be, it is a darned sight more portable than carrying a C64 plus monitor to and from work.

"I'm a network messaging operator here in Basingstoke and I do quite a lot of shift work," Andy explains, "and the SX is really handy for taking in with me."

Er, and his boss won't mind him admitting that he spends his time at work playing games? Andy just smiles wryly:"I don't think he reads *Commodore Format.*"

Ah, well, I suppose there are some strange people who don't. Just don't take the ish in to show your mates, Andy, just in case. Anyway, back to business. Don't you think the screen's a tad small at 5-inches?

"It's very clear, actually. Most games look fine on it. But *Creatures* is not so good because the graphics are so complex."

Yep, I'll vouch for that. The picture was incredibly sharp and colourful, and the games I saw displayed on it were completely playable, even though some of the writing was a bit illegible. What about the sound?

"The chip's the same as the one in the C64C. It actually sounds a bit dull. I thought that might be the speakers, but I've played the sound through my hi-fi on a filter setting and it still sounds dull."

Another drawback with the machine is that there's no port for a datassette so you can't play tape games on it. Which means that Andy has to have all his favourite games – such as *IK+* and *The Great Giana Sisters* – on disk. But then, Andy's the kind of C64 enthusiast who'd rather have all his games on disk anyway, so that doesn't bother him. Nope, he's reet chuffed with his SX; it's reliable and suits his purposes.

And I must admit I was quite impressed, too. Despite being cumbersome and heavy, it does have a certain charm, and looks a lot less dated and ugly than some of its contemporaries. But one last question: why's it called an SX?

"I don't know." Thanks.

WEIGHTY PROBLEM

At 25.6lbs the SX weighs the same as:

- 11 bags of sugar
- A fat labrador
- A badger in early spring
- Quads
- 8 human brains
- 60 copies of *Commodore Format* (with cover tape)
- Three women's shot puts
- Five house bricks
- 7.5 C64s (without monitor)
- The combined weight in pasta that the *CF* crew ate on their last team meal (half of it accounted for by Dave)

Did you know that badgers, besides (in the early spring) being the same weight as SX64s, are the UK's largest wild predatory mammals?

THE MIGHTY BRAIN

For millions of years mankind has struggled in the dark depths of ignorance, scrabbling around for a few precious facts. What a waste of time! They could have just asked The Mighty Brain. You can! For a free supply of enlightenment drop the grey one a line to TMB, Commodore Format, 30 Monmouth Street, Avon, BA1 2BW.

LET'S GET READY TO RUUUUUMMMMBLLE!

Dear TMB,

I am a mighty fan of beat-'em-up games, so please answer these questions for me.

1 Which is the best sideways scrolling beat-'em-up?

2 Which is the best beat-'em-up where you stay on the same screen throughout a fight (eg, *Street Fighter 2*)?

3 Which is the best beat-'em-up on the C64?

4 Which is the best beat-'em-up ever seen on any console/computer/arcade?

5 You can get a shoot-'em-up construction kit (*sure can, from GBH – TMB*) but can you get a beat-'em-up construction kit?

6 In *CF*33, p27 you said that it was unlikely that we would ever see *Streets Of Rage 2* on the C64. Any chance of the original *Streets Of Rage* being released on the C64?

Ben Jones, Birkenhead.

PS In *CF*24, *Nobby the Aardvark* was reviewed and it scored 92 per cent, but in *CF*31 you had a small reminder review and it scored 96 per cent!

1 You'll be wanting to turn to p.16 then!

2 Look, get to The Ultimate Beat-'Em-Up feature on p.16 will you?!

3 If you don't get to p.16 now, I'll show you a real beat-'em-up.

4 The best fighting game ever written has to be the *Hyper Fighting Edition* of *Street Fighter 2* in the arcades. It takes the genre to new heights.

5 Sorry, no. You could always get *SEUCK* and then thrash it soundly with a stick!

6 'Fraid not, for much the same reason as the first game has never been released on the C64. These console folk are so protective about their games. It's Sega's cart' and they don't want to let anyone else play!

TMB

PS This is what's known in the trade as an error. Ollie (who designed the page) uses a DTP technique known as 'cut and paste' to attach the scores to their boxes. Here he 'pasted' in 96 per cent for both games and then intended to change *Nobby*'s score to 92 per cent before it went to the printers. Unfortunately, in the mad rush that is deadline week, it was overlooked. We didn't make a song and dance about it, because we felt that four per cent wasn't that catastrophic a difference in scores – Nobby's an stunningly good game and 96 per cent isn't overstating its case at all.

SHEER INTELLIGENCE

Dear Mighty Brain,

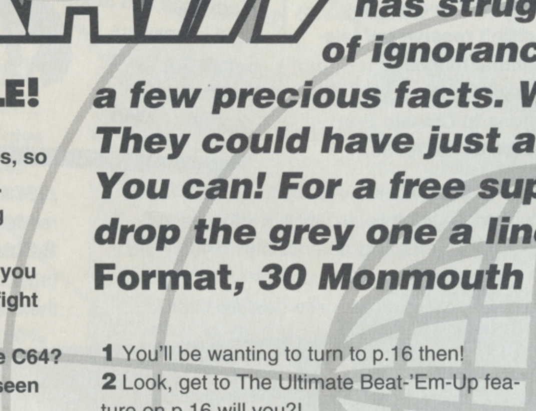
I am writing with comments that you have probably heard before, but I feel that they must be re-iterated.

1 When will people realise that reviews are opinions and not laws written in stone?

2 Why don't you lay off Clur? She's my kind of woman: intelligent and sexy!

3 I must admit to being a recent convert to the C64 and that I am impressed by the sheer intelligence of your magazine.

4 On the subject of the C64 vs Sega and Nintendo, may I just say that the consoles



HOLIDAY SNAPS

Well folks, I've chosen my spot. I now know where I'm going to go for my holidays this year. I got out all the astronomical charts, flicked through all the brochures and watched all the holiday shows. Normally, I go to a small, unspoilt Greek Island somewhere in the Crab Nebula, but this year I fancied a change. So I, The Mighty Brain, am going to Cromer, which legend has it, is the 'Gem of the Norfolk Coast'.

So if you happen to be in the area between 9th and 15th of August keep an eye out for me. I've heard that The Wellington (Cromer), Village Inn (West Runton) or the Robin Hood (Sheringham) are particularly good, so I'll probably pop in there for lunch. ***TMB***

are toys, the C64 is not. It is a programmable machine that constitutes a true computer.
Jim Foy, Glasgow.

1 Well said Jim. Our reviews are the considered opinions of our reviewing staff. We try to be as fair as possible, but obviously views do differ occasionally. Besides if we wrote our reviews in stone, the mag would be way too heavy (© *Eric and Ernie's Big Boys Book of Masonry Gags* 1972).
2 She may be your kind of woman, but she's my idea of a migraine. And seeing as I'm entirely brain-matter, she really hurts!
3 It's all down to the crew's average IQ, you see. If you add them up – there's TMB (∞-1), Clur (126), Dave (133), Ollie (125.5), Lisa (146) and Trenton (23) – and then divide the result by six, the result is pretty impressive.
4 I cannot tell a lie – you are quite right, Sir. Oh yeah, and while we're confessing, you know that cherry tree... ***TMB***

POSTAL VOTES

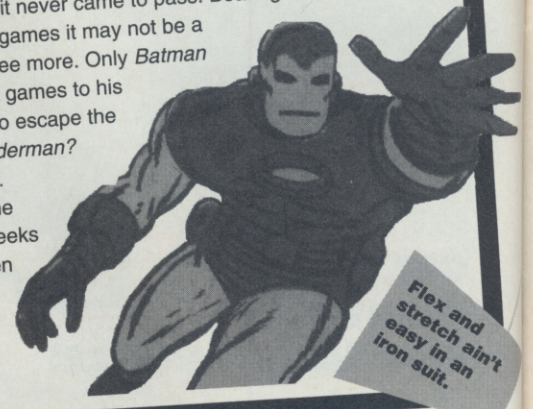
Dear TMB,
1 In *CF*33, you mentioned something called a *Wargames Construction Kit.* Could you tell me where I can get it?
2 Will there be another *Dizzy* game like *Crystal Kingdom Dizzy*?
Doodle (*Doodle? – TMB*), St Annes on Sea.
PS Just in case you didn't receive my telepathic message for your poll in issue 33 my vote goes to Classic *Star Trek* 0123456789.

1 This is what's known as an 'old package'. It is also what's know as 'commercially unavailable'. If you want to use our new small ads service (*just flip over to p.24 for details – Dave*), though, one of our readers may be able to help you locate a copy.
2 Dizzy's pretty resilient, so the tough old bird (egg, bird, geddit?) will probably be back, but there's no firm news from CodeMasters just yet.
TMB

COMIC RELIEF

Dear Mighty Brain Thingy (MBT),
1 Will you be giving away *SEUCK* (*Shoot-'Em-Up-Construction-Kit*) as a second Power Pack?
2 Is there a good *Judge Dredd* computer game?
3 Why doesn't someone make superhero games like *Superman, Iron Man* or the *Punisher*?
4 How can I enter your fabulous competitions when I get *CF* two months late?
Scott Vandervalk, Victoria, Australia.

1 Gremlin are unlikely to let us have *SEUCK* for the Power Pack while it's selling so well.
2 No. There's an appalling *Judge Dredd* game...
3 There was a *Superman* game once upon a time from Tynesoft but it was very average. A *Punisher* game was planned by a company called The Edge but it never came to pass. Bearing in mind the past record of superhero games it may not be a good idea if we do see more. Only *Batman* (with three excellent games to his credit) seems able to escape the duff game trap. *Spiderman*? *Slugman*, more like.
4 Simple. Guess the questions seven weeks in advance and then send in answers before the issue reaches your shores! ***TMB***



Flex and stretch ain't easy in an iron suit.

READERS CHARTS

But is it art? Well no actually, it's the bit of the letters section where we print your Top 10s. This month's first chart rundown comes from Marc Sheermohamed of Breda in the Netherlands, who tells us, "I love racing games so instead of making a boring top 10 I've made a grid."

1: ***Slicks***
(Team: Codies)
2: ***Stunt Car Racer***
(Team: MicroProse)
3: ***Revs***
(Team: Firebird)
4: ***Racing Destruction Set***
(Team: Electronic Arts)
5: ***Super Monaco Grand Prix***
(Team: Kixx)
6: ***Super Off Road***
(Team: Tronix)
7: ***Turbo OutRun***
(Team: Kixx)
8: ***Pitstop 2***
(Team: Kixx)
9: ***Kikstart***
(Team: Tronix)
10: ***Scalextric***
(Team: Leisure Genius)

And here's Owen A Badman (a seriously brilliant name) with his games top 10:

1	***Myth***	**Kixx**
2	***Crystal Kingdom Dizzy***	**CodeMasters**
3	***Ghouls 'n' Ghosts***	**Kixx**
4	***Ghosts 'n' Goblins***	**Encore**
5	***Robocod***	**Kixx**
6	***The Simpsons***	**Hit Squad**
7	***Street Fighter 2***	**US Gold**
8	***Magicland Dizzy***	**CodeMasters**
9	***Fantasy World Dizzy***	**CodeMasters**
10	***Turtles the Coin Op***	**Image Works**

Jim 'Saddo' Douglas.

STEVE WALSH RULES OKAY

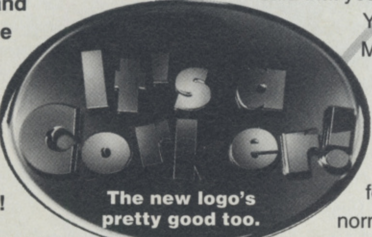
To the Mighty Brain,
How dare anyone with a SNES or Mega Drive take the mickey out of the C64? I'd prefer a bout of *Turrican 2*, *Creatures* or *Flimbo's Quest* to *Sonic* or *Mario* any time.
1 *Thrust!* What a game! This might be the grandaddy of all shoot-'em-ups, but it can still compare well with the other games that I've got (all 65 of them)!
2 I have read *GamesMaster* since the very first issue and I thought that it was an excellent magazine until issue three where on the letters page a C64 owner was put down and insulted in Saddo Corner. I'll tell you who's sad, Mr Jim Douglas the editor of that piece of bog-paper and not Michael McMillan. He's sad because he spends £60 on a game that he can get for between £3 and £15.
Why didn't James Leach stick up for the C64? Because he's a wimp, that's why! Long live Trent, Ollie, Clur, Lisa, Dave, Andy Roberts and the rest of the *CF* crew.
3 Why isn't there a Leicester City FC game? They're the best, going up, going up...
4 Title this letter 'Steve Walsh Rules okay'.
Mark 'Hamster' Wilkins, Leicester.
PS The cheese-shaped things are called Danish Blues. Hope you like the goldfish.

Well said, sir. You obviously like gameplay and have little tolerance for hype. Good man!
1 Further proof of your obvious taste. *Thrust* may look like it was coded circa 214 BC, but it still plays like a dream.
2 I was aware of this 'indiscretion' and decided to ask Mr Douglas for some kind of justification. He said: "To take issue with a particularly unsound part of your argument, you can't get the same game that you'd find on a SNES or Mega Drive for £15 on the C64. Instead of cutting edge cartoon-quality Mode 7 backgrounds with pixel-perfect parallax scrolling, stunning sounds and exquisitely tuned gameplay, you get some sad old *Robotron* clone full of Llamas with graphics that look like a page of Ceefax, which take ages to load. Thank you for calling."

Before you go around to his house carrying baseball bats, fragmentation grenades and large calibre fire-arms, bear this in mind. He is a magazine professional and has to tailor his responses to amuse and amaze folk who've shelled out £600 for an FM Townes. If you'd spent that money you wouldn't want to read that your machine is actually bettered by the mighty C64, would you? Besides, Mr D did add, "Actually I quite like the C64, but there we go."
3 When they get promoted to the Premier League. Oh, sorry I didn't mean to rub salt into the beaten-by-Swindon-Town wounds there.
4 Your command is my wish (or something like that). You'll be glad to know that I set the fishy free in the Avon. ***TM'FERRET'B***

J BLEAKLEY IS CLEVER

Dear Sir Brain,
Why has Trenton or whoever changed the 'It's a Corker' symbol? Oh, and why, oh why, did you ruin the ratings system and bring in all that graphics, sound and impact rubbish.
William Bell, Bangor, NI.
PS Could you please call this letter J Bleakley is thick!


It's a Corker!
The new logo's pretty good too.

We changed the Corker logo because we thought that a) after 33 issues it was time for a change and b) the new one looked dead smart. As for the score boxes, we took a lot of flak when we changed to from the 'old' style (*CF*1 – 27) with people saying the new ones were lame. So we changed them (in *CF*33) to what they are now – indisputably the best score boxes going. They are a lot more informative, concise and look great, as well. ***TMB***

PS I could but it would probably be what's known in the trade as libellous. For fear of legal penalties I have decided against it.

SCORES OF MISTAKES!

Dear Mighty (*no need to get familiar* – TMB),
It's me again from *CF*32! I've decided to give you a survey of your new look. Here goes:

1 Power Packs	**Try two tapes**	**83%**
2 Pages	**Make them wider**	**90%**
3 Charts	**Bring back the Top 100**	**83%**
4 Snippets	**Bigger and better**	**98%**
5 Previews	**Brill**	**99%**
6 Specials	**Love 'em**	**100%**
7 Subscriptions	**Okay section**	**80%**
8 Letters	**No probs**	**100%**
9 Gamebusters	**No probs**	**100%**
10 Techie Tips	**Same as Inside Info**	**95%**
11 Reviews	**Brillo**	**100%**
12 Compos	**As above**	**100%**
13 Superstore	**Fab**	**100%**

Now the complaints. There's no poster, adventure section or PD section.
Luke Crolls, Sheerness.

1 Why take two tapes into your datassette? We endeavour to make full use of the single tape and fill it to capacity. Am I to take it that you want more programs.?

2 I thought I was supposed to be the telepathic one around here! You've obviously read our thoughts because from the issue 37 we will indeed have wider pages.

3 We would, but Gallup only let us have the top 50. We could guess the rest but that really wouldn't be fair.

4 Couldn't agree more.

5 Why, thank you.

6 Aw, shucks!

7 What do you mean okay? Use it now!

8 That's more like it.

9 Good.

10 Argh, you spotted our cunning ruse!

11 As per usual.

12 Cheers.

13 You'll be buying something, then?

We dropped the poster because when we asked about it in the survey the majority of you said that you didn't use it.

You have us banged to righ M'Lud, on the adventure section – we don't have one. This is a question of style. Namely we haven't managed to conjure up a good formula for the page. The normal adventure columns – those found in many other mags – just tend to be highly selective tips and reviews that are of use to very few folk. We want to give value. As for Public Domain software – what do think p.32 is all about? ***TMB***

THE ULTIMATE THREAT?

Dear The Mighty Brain,
You'd better answer my questions or I'll get Clur to kiss you! (*NO! NO! – TMB*)
1 Was there a *Mario 1, 2, 3* or *4* for the C64?
2 Is US Gold's *Street Fighter 2* better than the original *Street Fighter*?
3 Is *WWF Wrestlemania* a budget game?
4 What is your favourite football team?
Christopher Lindon, Sunderland.

1 Yes, *Mario Bros* released by Ocean shortly before the last Ice Age.

2 Yes. *Street Fighter 2* is flawed but playable. *Street Fighter* is just flawed.

3 Yes, it's available from The Hit Squad (☎ 061 832 6633) for the price of £3.99.

4 Under duress, I'm forced to say Bristol Rovers. There, Mr Webb, are you happy? ***TMB***

HOLLOW THREAT

Dear Brainy One,
If you don't answer my letter I will always read Roger's section of the mag before yours... what am I saying?!
1 I have just finished reading *CF*33 and I think that you have made it better than it was before. You all deserve a big pat on the back for all the improvements.
2 If you know everything then you will know what questions people want to ask before you even receive their letters. Therefore you could just print the

➤

GO ON, RUB IT IN, WHY DON'T YOU?

Dear TMB (The Midget Brain),
1 Why do you all hate Roger Frames? I like him. When I'm feeling a bit down I read his section and take great pleasure from his misfortune and then I think, "my life can't be that bad," and carry on as happy as Larry (*that legendarily happy Scot – TMB*).
2 Which football team do you support? I like Glasgow Rangers FC.
3 In *CF*20 there is a *Creatures* listing. When I first tried it, no problems. Then I had to re-align my heads and it didn't work any more. My friend John typed it into his computer and it worked straight away. Why is this?
4 Why did you give *Robin Hood Legend Quest* 73 per cent? It's a truly magnificent game. It deserves a Corker at least.
5 I think Gamebusters is getting a little bit worse. For instance in *CF*27 you devoted the whole of Gamebusters to *Creatures 2*. Surely could have spread it over a few months? Some people may not have had the pleasure of owning *Creatures 2*. So be more considerate next time!
6 If you are so brainy can you work out π to 43 decimal places?
7 USA 2, England 0. Ha! Ha! Now you can't laugh at us Scots for getting beaten 5-0 by Portugal (who are a much better side than the United States). Taylor Out!
Kevin Davies, Up North.

1 Looked at from that perspective, I can see your point. But then, I rather miss the chap – now he's 3,000 miles away.

2 Once again (to keep that fool Trenton cheery) Bristol Rovers FC. I'd rather support Rangers as they know how to win things likes cups, leagues and even matches!

3 Do you type it in each time or is it saved on tape? If you have a copy on tape then I can only imagine that you saved the original listing with misaligned heads. This means when you try to load it back in the code is corrupted.

4 Dave found the control system somewhat bizarre and the testing lax – if you hadn't collected exactly the right kit you could end up terminally stuck. It was a great fun game, if you had a cheat.

5 This was an experiment. We could either clog Gamebusters up for six months (at about three pages per month) or get it all out of the way in one go. Besides *Creatures 2* was one of the best-selling C64 games of recent years, so we felt it safe to assume that large number of readers had it.

6 Yes. But I'm not going to reveal the secret lives of circles here. They've been having their privacy invaded for over 2,000 years and I think it's time they got an even break.

7 If I was English I would indeed have been ashamed. America played well above themselves and England didn't. All I will say is Trevor Francis in! ***TMB***

Glasgow Rangers' Ian Durrant – DOB 29/10/66.

answers on your page without anybody having to bother writing in at all!
3 It says on the Next Month page in *CF*33 that the next issue will have more pages; is this just a one-off or will *CF* always be bigger in the future?
Paul, Clacton-On-Sea.

1 Cheers me old plate.
2 Of course I could, but surely a list of answers with no questions would make for pretty dull reading? Besides it's good to get direct feedback in the mag.
3 Yes, *CF*34 was an 84-page spectacular. Unfortunately, as you can see, it was for one month only. We'll try and con our new publisher (Colin Campbell, remember him?) into giving us more pages over the next few months. ***TMB***

GOTCHA!

Dear The Mighty Brain,
I've worked you out. In *Commodore Format* 32 you said Bristol Rovers FC are the best football team. Trenton Webb is the only person that could possibly be dumb enough to support Bristol Rovers FC. So Trenton Webb answers the letters in your column. Try and make a smart excuse for that. Hah!

By the way I think that the new *CF* is better than the old one. Right, now I've settled that, I'll ask TRENTON some questions.
1 Why do you hate Roger Frames? I think he's brilliant!
2 What Power Rating would you give *Mayhem In Monsterland* so far?
3 What is the best flight sim for the C64?
4 TRENTON, what do you think is the best game written for the C64?
5 What's the price of a 128 TRENTON?
6 Will there be a demo of *Mayhem In Monsterland* on the Power Pack?
Andrew G, Isle Of Brute.

Hmm, so you don't plan to visit Bristol in the near future, then? It seems that with an average gate of 5,000 there must be at least 4,999 other people 'dumb enough' to support Rovers. Besides, I said that to keep Trenton from blubbing. The poor dear has had a hard year so I decided to do him a favour.
1 Because he was there!
2 We've never actually seen a moving demo, just the pics we print in the mag. The Rowlands want it this way precisely so we won't get too close to the game and pre-judge it.
3 I like *Chuck Yeager's Advanced Flight Trainer*. There's loads of choice and none of that pointless killing.
4 I asked him and he said *MicroProse Soccer* on the Power Play 64 cartridge from UBI Soft.
5 A 128 TRENTON would cost you about £125. They're in short supply. I've only ever seen one!
6 Yes, the demo will feature on the Power Pack the same issue as the review, hopefully (if the everything goes to the Rowlands Boyz' plans) in about three month's time. For more news on *Mayhem* check out page 25. ***TMB***

PERSEVERANCE

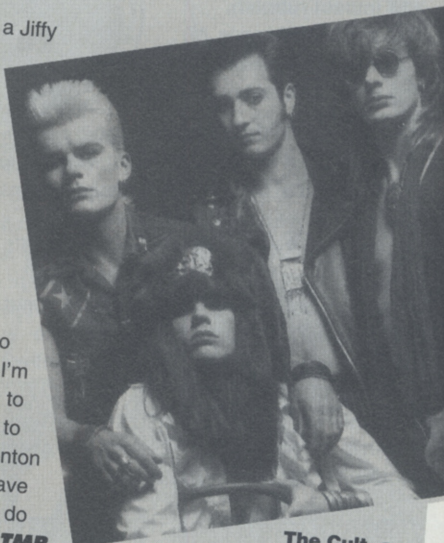
Dear TMB (Totally Mean Brain),
I've written to you four times without an answer. This is my fifth attempt (*yes, that does seem to make sense – TMB*). If you don't answer this one I'll...
Paul Boland, Waterford

Er... sorry, Paul, but we've run out of room. I'll see if I can fit you in next month. ***TMB***

TASTE REMOVAL MACHINE

Dear TMB,
1 I bought Power Pack 31 (*and the magazine along with it, I hope – TMB*) and some of the games don't load. What can I do?
2 I have just found out by reading *CF*33 that some things have changed in this issue. For example Gamebusters is further on in the mag. Is it always going to be like this?
3 How many people on the team like heavy metal?
Your biggest heavy metal fan ever,
Richard Connor, Cumbria.

1 Easy. If you pop the tape in a Jiffy bag and send it to *CF*31 Tape Replacement, Ablex Audio Video, Harcourt, Telford, Shropshire, TF7 4QD then a new tape will be sent to you as soon as possible.
2 No. Every month we're going to change nearly all the words and the pictures. What a revolutionary concept!
3 I bet you thought I was going to make a gag about Caesium. But I'm not! The sensible answer is, well, to be honest, no-one. Ollie is partial to the odd thrash-punk tune and Trenton owns every record that the Cult have ever made, but that's about it. We do like it LOUD, though. ***TMB***



The Cult, a deeply sad band, and they can't even pout.

THE END

I hate long goodbyes. So let's just say so long. If you need me all you have to do is whistle. You know how to whistle don't you? Oh! Well in that case you better write to TMB, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Please don't send any SAEs though as TMB cannot reply in person (because he hasn't got one, basically).

FREE ADS! YES WE SAID FREE ADS!

Bargains! Don't you just love 'em? But from this very issue (on page 52 in fact – don't ask why the forms her and the page is there is just one of those magazine-type oddities that crop up every now and then) you won't find the best bargains amongst the ads in Uncle Dave's Buy-A-Rama, 'cos THE BEST BARGAINS ARE NOW THE ADS THEMSELVES! Yep, all small ads now cost nothing, zilch and completely zero pence. Not bad, eh? So now, if you want to:

- Sell or buy second-hand C64 hardware
- Sell or buy second-hand C64 games
- Advertise a user group
- Get in touch with pen pals
- Rediscover lost instructions
- Send birthday messages
- Pass on official state secrets in coded messages to the government of the CIS

...now you can advertise for free in *CF*. But there are a few rules:
1 We will not print any ads which appear to support piracy.
2 Include your address in case we have a query about your ad.
3 This service is for private individuals only, so, sorry, mail order companies and PD libraries can't advertise for free.
4 We reserve the right not to run an ad if it appears to contravene the spirit of the section.

So, if you want to advertise anything remotely C64-related *CF* is the place to be.

BUY-A-RAMA ORDER FORM

NAME ____________________

ADDRESS ____________________

____

____

TELEPHONE ____________________

Classification: Tick box; ☐ For sale ☐ Wanted ☐ Services ☐ User groups ☐ Other

Let's make a MONSTER

Forget Jurassic Park. This year's biggest dino-smash is going to be Mayhem In Monsterland and the Apex Boyz reckon it's going to be the greatest game ever on the C64. They keep going on about it. We can't stop 'em. Uh, oh... here they go again...

THE STORY SO FAR...

How do you top *Creatures 2*, then? With *Mayhem In Monsterland*, that's how, The brains behind both games, John and Steve Rowlands, aka Apex, reckon that Mayhem is not only going to be the most amazing slice of software ever on the C64, but it's also going to put console games to shame. It's a platform stomperama that so far has been 10 months in the making. Basically, the plot is all about a monster called Mayhem who dashes about Monsterland trying to make it a better place to live in by switching off all the televisions whenever Eamonn Holmes comes on... (*you just made that up – Ed*).

Monsterland's resident monsters can't just wander around aimlessly. When you see the final game it might look like they do, but they don't. We've had to tell each and every one exactly where and how they should move about the screen. So this month we've added or adjusted three major direction routines. In fact, a better term would be 'direction-dependency' routines because the way a monster moves will depend on other factors; for example, we can tell it where to head in relation to Mayhem's position, or how it should animate at any given point along its path.

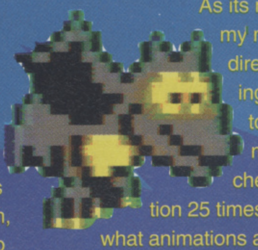
As we mentioned last month, we're forever adjusting *Mayhem In Monsterland* in our mission to create the perfect C64 game (as perfect as any game can get). The adjustments made this month have made a big difference to the gameplay. It feels more interactive than before, with some monsters not moving along set patterns but appearing to have intelligence. The game just keeps on getting better.

MONSTROUS MAY

WEEK 1

JOHN Mobile monsters need a movement pattern. This will tell the monster what route to take, and what it should look like at each point along its travels. For example, if there's a monster walking left and right on a platform, his movement pattern tells him to: walk left to the edge of the platform; pause; walk right to the other edge; pause; then start again. His animation pattern tells him to: animate monster using walk left frames; stop and face forward (pause); animate using walking right frames; stop and face forward; then start again.

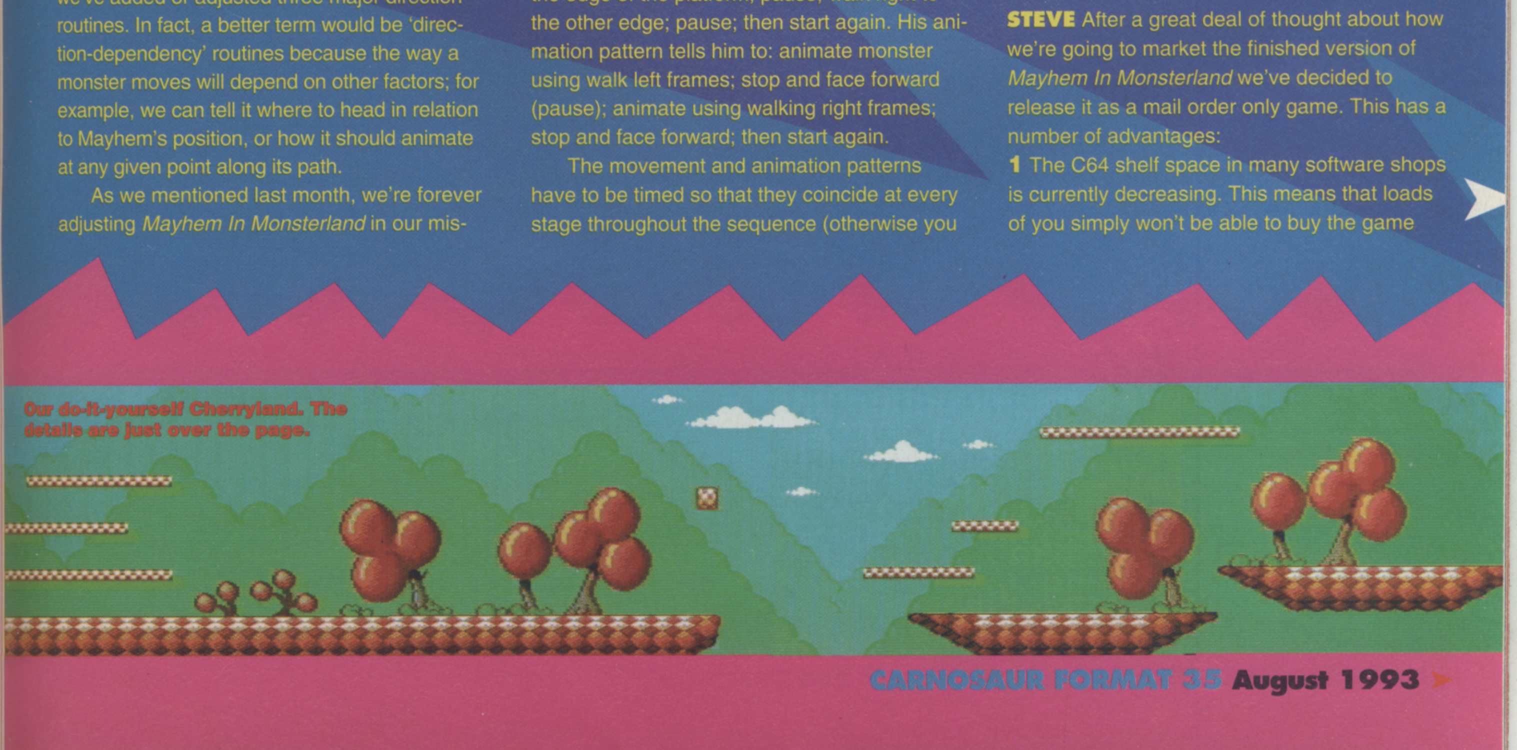
The movement and animation patterns have to be timed so that they coincide at every stage throughout the sequence (otherwise you could get a monster moving left but looking like it's walking right – moonwalking monsters, hmmmm). This process is what I hate most about creating monsters. So for *Mayhem In Monsterland* I've come up with a new animation system – directional animation.



As its name suggests it animates my monsters depending on the direction in which they're moving. So waving a fond farewell to my timing-out blues, my monster animator now checks each monster's direction 25 times a second and calculates what animations are required. Yo!

STEVE After a great deal of thought about how we're going to market the finished version of *Mayhem In Monsterland* we've decided to release it as a mail order only game. This has a number of advantages:

1 The C64 shelf space in many software shops is currently decreasing. This means that loads of you simply won't be able to buy the game



Our do-it-yourself Cherryland. The details are just over the page.

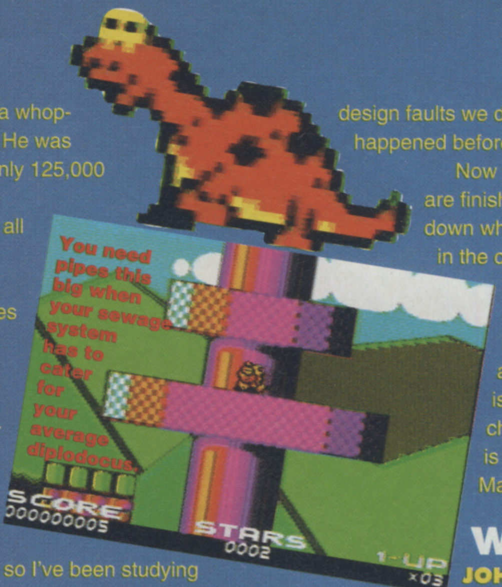
from high street shops, and specialist retailers are difficult to track down. C64 magazines, however, are generally available, so if we stick an advert in them, then the vast majority of C64 users will have access to the game.

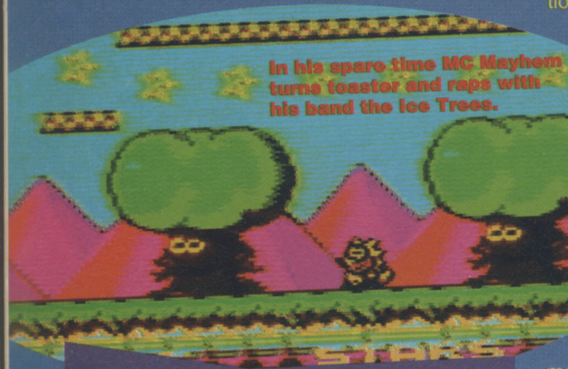
2 When you see a game in the shops the money you pay for it is divided by several parties. A big chunk goes to the shops and the distributors of the game. By using a mail order system we can sell the game more cheaply by cutting out the middle men. That's better for you because you're getting a quality game for less dosh, and better for us because the lower price tag should encourage more people to buy the game.

WEEK 2

JOHN Andy Roberts was down again this week, playtesting the game most of the time. At one point he collected a whopping great 8,700 stars! He was awarded 87 lives but only 125,000 points. This isn't really enough, so I multiplied all the star scores by 10 (remember, stars give Mayhem different scores depending on how fast they are rotating when he collects them).

Well, my little monsters are still screaming for attention (*you're beginning to sound like Christopher Lee – Ed*), so I've been studying their movement routines. As I've now got directional animation why not go a step further and put in directional movement? This is more complicated than directional animation, though. The monsters have to move in relation to Mayhem following him left and right across the screen. However, a few flow charts and a week later, and *Mayhem In Monsterland* has three 'Follow-U' monsters. Using directional animation they all animate correctly, too, whether they're walking left or right or standing still.


You need pipes this big when your sewage system has to cater for your average diplodocus.

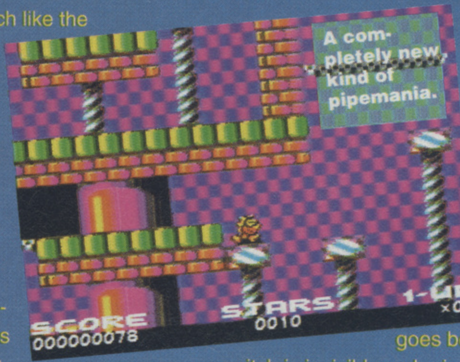

In his spare time MC Mayhem turns toaster and raps with his band the Ice Trees.

MONSTER MIND

Your names? John and Steve Rowlands.
Your occupation? Programmers.
Your specialist subject? The making of *Mayhem In Monsterland* 1992-1993.
And your questions start… in three month's time, in issue 38, actually. That's because we haven't set the questions yet. Or rather, you haven't. Y'see, this is your chance to ask Steve and John any questions you've got about *Mayhem*. If there's anything you want to know about the game, something you haven't quite understood in this series of features or you'd like their advice on the best rap albums to buy, send your questions to Monstermind, *Commodore Format*, 30 Monmouth Street, Bath Avon BA1 2BW.

STEVE The first part of this week has been spent enhancing Spottyland with all the water and underwater slopes. Much like the slopes with control characters we mentioned back in issue 33 the water surface also needs characters that control Mayhem's sub-aqua movements which will be more sluggish than his normal movements. When Mayhem falls through the surface of the water the control characters will detect this and switch the controls over to underwater mode… well, in theory, at least. I expect that in reality we'll have problems when John starts to code it and finds some major design faults we didn't think of; it has happened before, more than once.

Now the water characters are finished I have to note down which ones will be used in the control table. John's code will check a character under Mayhem every 50th of a second wherever his is on the level. If a character from my table is found there then Mayhem's gone diving.

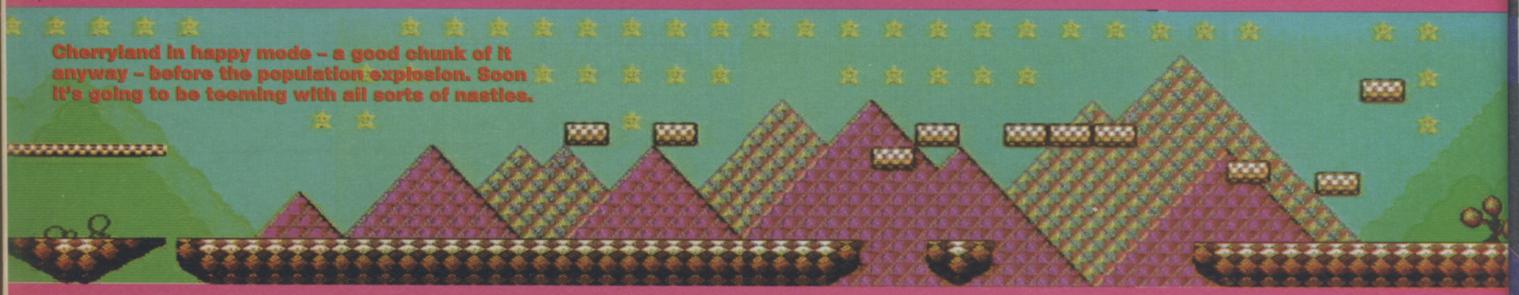

A completely new kind of pipemania.

WEEK 3

JOHN As Steve mentioned a few months ago, Mayhem not only walks in front of background objects, he can also walk behind them. Spottyland has trees which Mayhem can charge behind, giving the impression of depth. The enemy monsters can also appear in front or behind objects, giving an even greater feeling of depth. But I've just modified my collision detection routine so that Mayhem can only kill (or be killed by) monsters that are on the same plane as him. That's to say that if Mayhem is behind the trees he can only interact with monsters or bonuses that are also behind the trees – he doesn't touch any monsters that are in front.

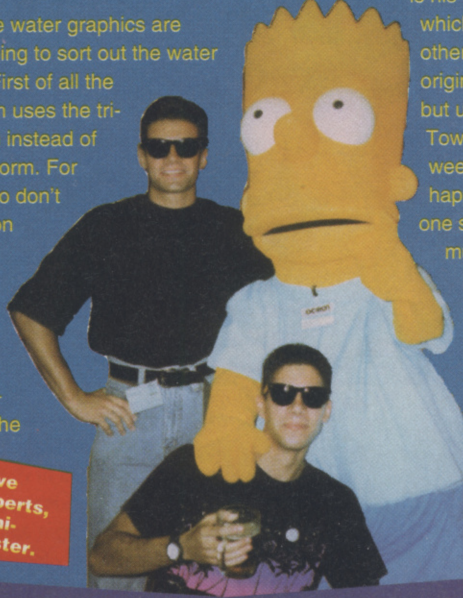
It's gone all wibbly wobbly instead of gratey scrapey.

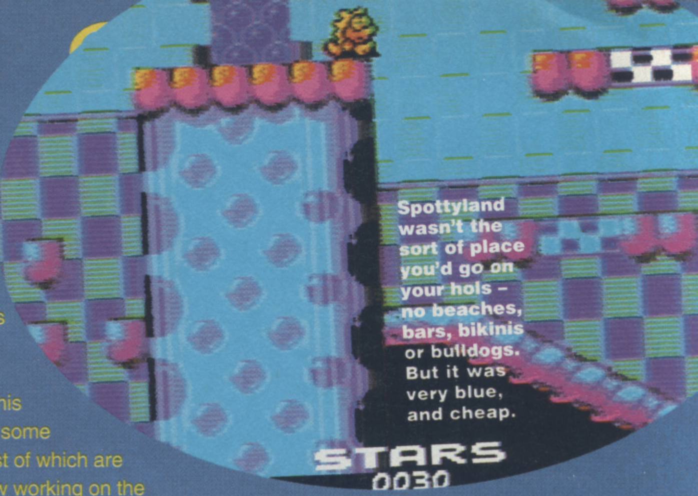
I then went one step further (there's no stopping me this month) and made it possible for the monsters to toggle their priority with the background while they're moving. For instance, I created a monster that walked left in front of a tree trunk. Then, as he turns to walk back right, he switches his priority so that he goes behind the trees (this switch is invisible as he isn't over the tree when it occurs). Then he walks back behind the trunk finally switching in front to walk again. All this gives the impression that he's walking around


Cherryland in happy mode – a good chunk of it anyway – before the population explosion. Soon it's going to be teeming with all sorts of nasties.

the trunk. On top of this, with the detection I put in earlier, Mayhem must time it so that he sneaks past behind the tree when the monster's walking in front of it.

STEVE Now the water graphics are complete I'm going to sort out the water sound effects. First of all the skid effect which uses the triangle waveform instead of the noise waveform. For those of you who don't know what I'm on about it's gone all wibbly wobbly instead of gratey scrapey (*er, yes, that's perfectly clear – Ed*). The next new effect to do is Mayhem's jump which is now a cute echoed bubble-bursting sound. Last but not least is his charge sound which, just like the others, is similar to its original counterpart, but underwaterified. Towards the end of this week I started doing some happy monsters most of which are one sprite, but I'm now working on the multi-sprite ones. On the whole the ideas were drawn on paper first, as with a lot of graphics, then put into sprites and animated. I've just created a diplodocus (the one with the fat body and the long neck) using three vertically-expanded sprites. I've animated him so that he plods around slowly (which is what a diplodocus would do – I'd imagine). I'm planning to do a big charging dinosaur next.

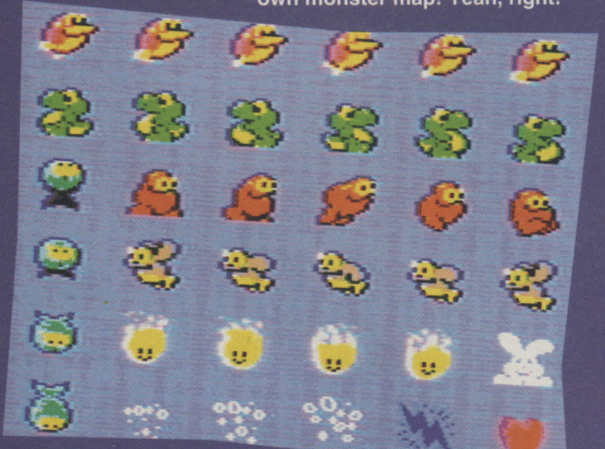

John and Steve with Andy Roberts, Mayhem's semi-official playtester.



Spottyland wasn't the sort of place you'd go on your hols – no beaches, bars, bikinis or bulldogs. But it was very blue, and cheap.

DIY MONSTER MAPPING

In the grab below there are various one-sprite monsters Steve has created for the game. Running along the bottom of this feature is the complete map of Cherryland. So the choice is yours. You can either simply admire the artwork or you can take advantage of this unique, once-in-a-lifetime experience – yes, you can be a Rowlands! Just cut out the sprites and stick them on to Cherryland to create your very own monster map! Yeah, right!



WEEK 4

JOHN The time has come to introduce Mayhem to another hazard – monster bullets. A bullet can appear in loads of different forms ranging from a small flashing star to a baby version of the monster that fires it (if you know what I mean). Whereas most games' bullets just have a direction to fire in and a speed, *Mayhem In Monsterland* has bullet patterns. This enables us to adjust their speed and direction as they move, making them look much more realistic (as realistic as a baby-monster-shaped bullet can look, anyway).

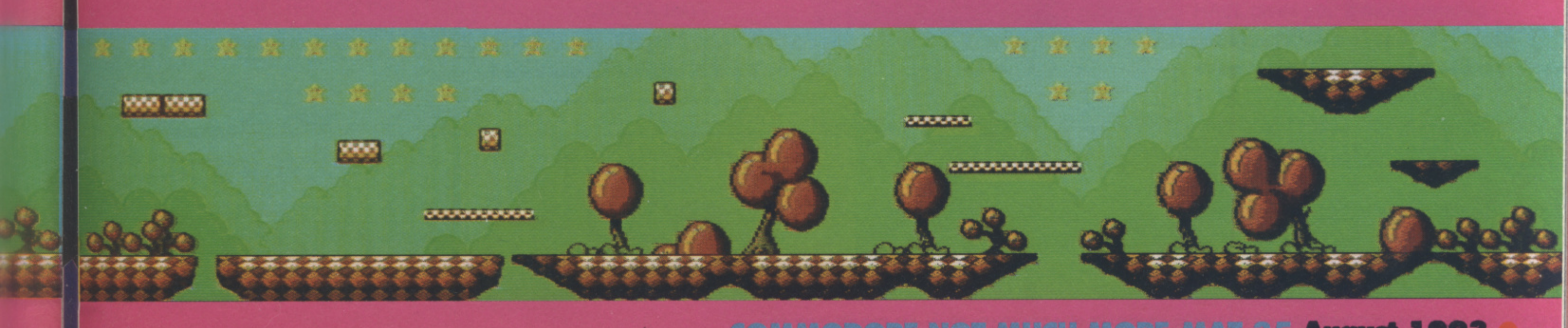
Enhancing my bullet routine even further, I decided to put in directional firing (well, I had to so something directional this week). This will tell a bullet to fire in the direction in which the monster's moving (left or right). So if it's a Follow-U monster the bullet will always fire towards Mayhem because the monster will always be walking towards him.

STEVE It's charging monster time, using what looks a tad like a triceratops. This is also a vertically-expanded monster but it's only two sprites wide; the way it's animated reminds me of something out of *Mr Benn*. A few of the small nasties are based on dinosaurs but others are turning out like the monsters in *Creatures* (ie, blobby thingies with big eyes and feet), the main difference being that *Mayhem In Monsterland*'s monsters look even better.

So far on the one-sprite aliens list I have a plump tyrannosaurus with no neck; a spikey, shelled monster; a cute hopping blobby thing and a flying wotsit. I've also been sketching more large monsters; two of my favourites are a giant spikey cucumber with a big mouth, tongue and eyes. Then there's a big monster called Blurp who sits and shoots at Mayhem, looking pretty disgusting in the process. I suppose we'd better decide where we're going to stick them all next.

NEXT MUNF

Join us for June when we see the creation of THE editor – the editor's editor, the one and only (drum roll) Mayhem Monster Editor. This invaluable tool lets us map our monsters on to Monsterland. We just hope it works, otherwise the game could end up being called *Mayhem In Land*.



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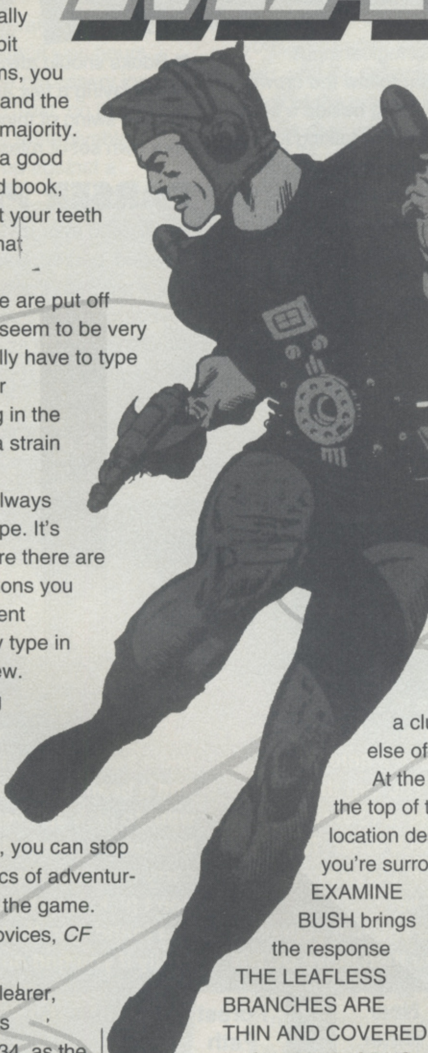
GO SOUTH YOUNG MAN

"You enter a small bedroom. To the East there is a C64 and a monitor. The C64 is running an adventure. You are hopeless at adventures. To the west is a copy of CF." Type: OPEN CF. "Inside is a feature by Galadrial telling you all about how to play adventures..."



Countdown to Doomsday was based on the Buck Rogers role-playing game.

Adventures, it has to be admitted, are not universally popular. A bit like football management sims, you either love 'em or loath 'em, and the loathers are definitely in the majority. Which is a shame, because a good adventure can be like a good book, something you can really get your teeth into, with the added bonus that your actions affect the plot.

Part of the reason people are put off adventures is because they seem to be very complex games – you actually have to type in commands, for a start! For gameplayers who find typing in the loading instructions a bit of a strain this can seem a real chore, especially because it's not always obvious what you need to type. It's not like using a joystick where there are only a limited number of actions you can try; the number of different commands you can possibly type in are infinite – that's quite a few.

But it's not that daunting really. There are certain rules and tricks which apply to the vast majority of adventures. Once you've got the hang of them, you can stop worrying about the mechanics of adventuring and immerse yourself in the game.

So, for all adventuring novices, *CF* here reveals the tricks of the trade. To make things a bit clearer, we've used *Corya*, which was on Power Packs 32, 33 and 34, as the main example throughout this feature, because it's the one adventure most of you should have (and if not, why not? There's no excuse. Turn to our back issues ordering service on page 52, now).

THE ART OF OBSERVATION

One of the prime rules in any adventure is: EXAMINE EVERYTHING! It's rare for the location descriptions to mention things that have no bearing on the game, even if it's just a red herring. So study everything that is pointed out in the location descriptions to find out if there's anything there that can be examined which might provide you with a clue or reveal something else of interest.

At the start of *Corya* you're at the top of the hill. Reading the location description reveals that you're surrounded by bushes. EXAMINE BUSH brings the response THE LEAFLESS BRANCHES ARE THIN AND COVERED IN SHARP THORNS. EXAMINE THORNS brings the response CORYA SAW NOTHING SPECIAL. Now you know there's nothing further to be gained here.

Red Moon
Level 9 Computing

If you type INVENTORY you'll be told that you're carrying a spellbook, a damaged sword and clothing. Typing READ SPELLBOOK reveals a list of useful spells you'll need to note for future use (see the section later on about TAKING NOTES). DOWN takes you to the valley floor, EAST to the outskirts of the village and EAST once more to the village centre. NORTH leads to the deserted smithy where there's an anvil and some useless tools and weapons. Since you have a broken sword that needs to be fixed it's a pity that there's no blacksmith about.

The Meeting Hall seems a logical place to check out, so go SOUTH and EAST to get there. When you enter the hall you discover that the villagers, frightened by recent events, are ready to attack anything strange – including you! But having read the spellbook carefully you'll know that one of the spells will calm them, so CAST CHERISH AT VILLAGERS and lo and behold they become much more friendly towards you. They mention that nobody has seen anything of the blacksmith since the fire... **NB, THIS IS A CLUE!** It's the sort of thing you need be alert for in adventures.

After a lengthy exchange with the villagers you find yourself back in the centre of the village. EAST takes you back inside the hall and the location description reveals that you can see a ROPE. Rope's always a handy item in an adventure, so TAKE ROPE and go WEST (or W) outside once more. EXAMINE MEETING HALL gives you a more detailed description of the building. Note that the programmer has made a point of mentioning that the doorway is still intact – **THIS IS ANOTHER CLUE!** When something pretty mundane gets a major mention in any sort of descriptive passage, it's well worth investigating it further. So, in this case, you'd be a fool not to type in EXAMINE DOORWAY, because if you do it reveals that a number of beams are stacked beside it. They could be handy (*this is an adventure; you can bet they'll be handy – Ed*) so type in TAKE BEAM.

SOUTH and takes you to a new location – a burned hovel. There's a great description of how the place is about to collapse and you're told that there's a pile of wood on the floor. You can also hear a faint murmuring. LISTEN reveals that someone is buried under the wood. You can't move the wood as it would cause the ceiling to collapse so, as you're carrying a stout beam, type PROP RAFTER. Now it's safe to MOVE WOOD. Underneath you discover the badly burned body of a man. You drag him out just in time as the roof collapses. The poor man is in a bad way, so CAST HEAL AT MAN. In a flash he's hale and hearty and, luckily for you, it turns out to be the missing blacksmith. Lucky because when you want your sword repaired later on, he's just the man to do it.

The moral of this story is, if you hadn't looked carefully at the hall then you wouldn't have seen the stout beam and the blacksmith would have died… or something like that.

GOOD'N'STUCK

Part of the fun of adventures starts is getting stuck… er, that sounds a bit odd but bear with me. There are times when you seem to come to an impasse like in *Corya* when you encounter a party of hunters dragging a captive along with them. To reveal yourself would result in you getting killed or being captured.

Try to think of something that you'd do if you were faced with that situation in real life (*it happens everyday on the way to the office – Ed*). They don't look like very nice people so you'd want to conceal yourself from them, wouldn't you? So HIDE is the obvious input. But it'd be handy to know where they're going so FOLLOW would be the next logical input. You're told in *Corya* that you follow the crowd until you see them congregating beside a large rock. You're also told that they're talking to one another so it'd be nice to eavesdrop, wouldn't it? So LISTEN and you hear the leader give the secret word AJAR which opens the rock and you watch them all vanish inside.

Now you've discovered what you need to do when you want to enter the rock. Not all problems are so easily solved. When you're faced with what seems like an impossible obstacle remember to examine every object you have with you (and any objects that you found and discarded earlier) as the response might just provide that vital clue which you've been looking for.

DRAGONSTRIKE
FLYING CITADEL

In ALL adventure games there are some basic rules:

- A rusty door, hinge, lock or gate usually means that it needs to be oiled so if you found a puddle of oil somewhere you know what you have to do.
- Tiny weedy plants could always do with watering.
- Dark places should always be illuminated.
- Trees and ladders should always be climbed.
- Books should always be read.

After playing a few adventures you will soon get into the swing of things and start making up your own set of rules.

PARSER PROBLEMS

You'll often hear reviewers cursing about the dreaded 'parser'. Basically a parser is the part of the program that scans your input from the keyboard and checks whether there's a matching word in its verbs or nouns list and, if so, takes the appropriate action and prints the correct response.

A good parser is one in which the programmer has packed as many synonyms as

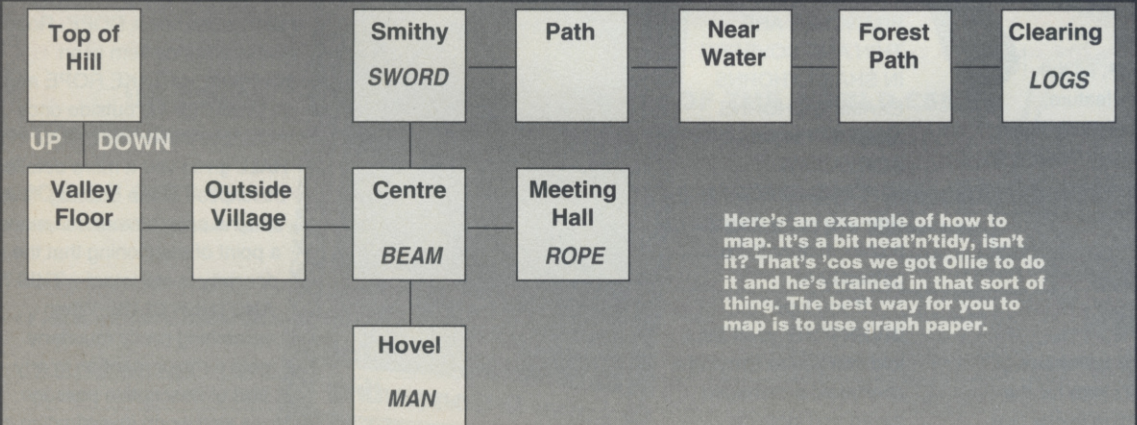
MAPPING, YOU KNOW IT MAKES SENSE !

What do you reckon are the essential items for all adventurers, then? A sword? Nope. A spellbook? Nope. A silly name? It helps but nope. What all adventurers must have are a pen and a few sheets of paper, preferably graph paper. You see, unless you make some sort of map of the locations you visit you'll soon end up completely lost.

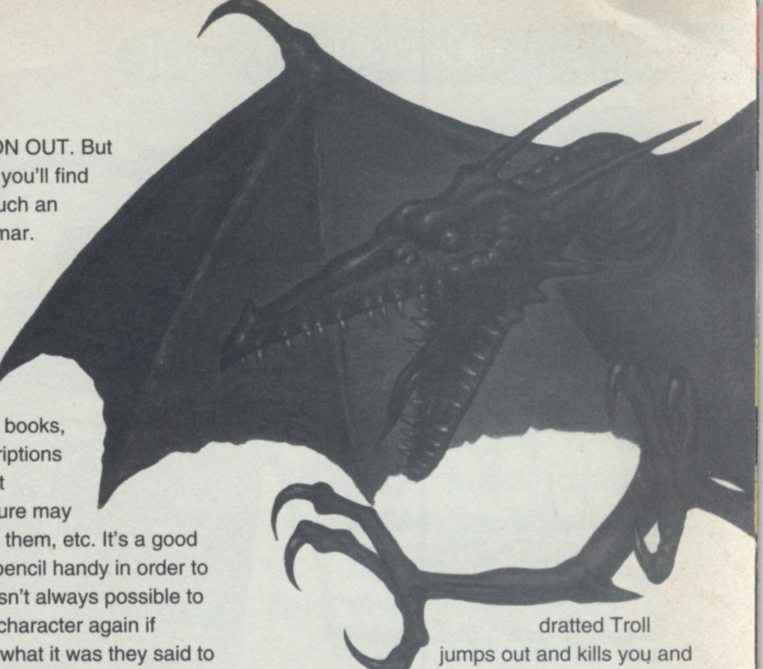
The best way to map is to draw boxes on a sheet of graph paper. Each box will be a location and you write in a brief description of the location at the top of the box and underneath make a note of any objects you find there. You can then draw lines between the locations to show where they are in relation to each other. The first few locations you map in *Corya* should look the map we've got here.

At the start of *Corya* you find yourself at the top of the hill. You then move DOWN to the valley floor and EAST to the outskirts of the village. EAST once more takes you to the village centre where you'll find a beam. And so it goes on. You won't want to pick up every object you find because in most adventures you can only carry a certain amount of things, so if you don't pick something up note down where you found it so that you can get back to it easily if you find out later on that you need it. Similarly, if you drop an object, note down where you dropped it.

Mapping might sound a bit laborious, but unless you've got a photographic memory, it's essential if you don't want to spend hours wandering around aimlessly. Orientation is the name of the game (*I thought it was* Corya *– Ed*).



Here's an example of how to map. It's a bit neat'n'tidy, isn't it? That's 'cos we got Ollie to do it and he's trained in that sort of thing. The best way for you to map is to use graph paper.



possible to take care of as many possible inputs from the player. Of course, if you're playing an adventure game which accepts only two words (a verb followed by a noun), such as LIGHT LANTERN, things can get problematic if the player decides to input TURN ON LANTERN or SWITCH ON LANTERN or even ON LANTERN. A good parser will recognise the words ON in connection with the LANTERN and will have alternatives to LANTERN, such as LIGHT or LAMP which it will also accept.

Some more advanced adventures will accept such complicated inputs as PLANT PLANT IN PLANT POT. But these are few and far between. I spent ages once trying to turn on a light only to discover that the appropriate input was SWITCH SWITCH. On another occasion I was trying desperately to free a bound prisoner using a knife; it was hours before I discovered that the necessary input was CUT BONDS BLADE! That, on the part of the programmer, was quite unforgivable.

DRAGONSTRIKE
FLYING CITADEL

If you find that you're up against a fussy parser and you know exactly what you need to do it's a good idea to write down your sentence in plain English on a piece of paper and then try to input as many combinations of two words from that sentence as possible. Eventually you should come up with the input the parser is waiting for. An example of this is in the adventure *Mural*. I knew I had to get a coupon from a newspaper so I wrote down CUT THE COUPON OUT OF THE NEWSPAPER. After a few failed attempts such as CUT COUPON and CUT OUT I eventually came up with the required input which was, believe it or not, COUPON OUT. But don't worry, I don't think you'll find too many parsers with such an appalling grasp of grammar.

TAKING NOTES

In most adventures you'll find various clues about the place, in books, on scraps of paper, inscriptions on walls, information that characters in the adventure may provide when you talk to them, etc. It's a good idea to have a pad and pencil handy in order to jot down these clues. It isn't always possible to go back and question a character again if you've forgotten exactly what it was they said to you, and it's extremely irritating to not be able to think of the magic word which will open the secret door when you know you were told it somewhere along the line.

The only recourse if you can't find it again is to have to restart the game from scratch. Having a pad and pencil handy is also useful if you come across coded messages and you can put the game on pause, if necessary, while you quietly work out what the message is.

> ***Examine everything mentioned in the location descriptions for useful clues.***

In *Corya* you're provided with a spellbook which you can read as often as you want to refresh your memory, but suppose you needed a spell instantly when someone attacked you and you only had a couple of moves before death – and you forgot what the spell was! If you had to waste time typing GET SPELLBOOK, READ SPELLBOOK, you could be dead before you knew it. If you'd written down the spells on a piece of paper and had it handy then your problem would be solved.

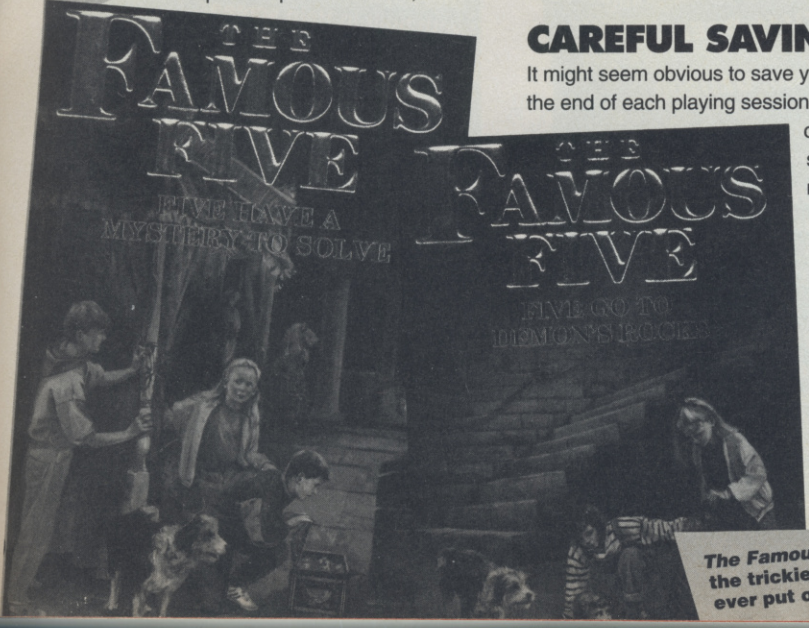
CAREFUL SAVING

It might seem obvious to save your position at the end of each playing session so that you can continue from the same point the next time you load up. But it's surprising how many people actually forget to save their position regularly during each adventuring session and suddenly that dratted Troll jumps out and kills you and you have to either start from scratch or go way back to your last save which was probably the previous evening's.

Most adventures allow you to save to either tape or disk and, in the case of tape saves, remember to wind on the leadertape a little before typing SAVE, in case the tape starts trying to save instantly and half the data is lost while the leader tape winds through.

But where should you save? As a general rule I save every half hour or so in case I come across a sudden death situation. More importantly a good adventurer alway saves his position BEFORE they step on to that rickety bridge suspended over a chasm, before they decide to press that bright red button, before trying to climb down that rope attached to the wobbly hook, before… you get the idea.

It's also a good idea to save before eating or drinking any food you come across – not just because you might find that it's poisoned, but because that tasty morsel might be just the thing you need later to feed the snarling bear that's standing astride the only exit. **CF**



***The Famous Five* was one of the trickiest games we've ever put on the Power Pack**

ARE YOU HUNGRY FOR MORE?

Were you a non-believer before this article and now you're a convert? Then give *Jhotamia 6* on this month's Power Pack a blast and see how you do. If you're still having problems then write in and tell us why you're getting stuck.

Or maybe you're an old adventuring hack hankering after a more in-depth feature? If you are then drop us line telling us what you want. If you want to see a regular adventuring feature in *CF* tell us what you'd like to see in it.

Send your letters to he Further Adventures of *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

PD FORMAT

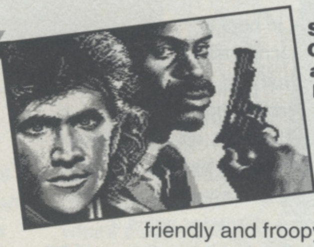
FEATURING

BINARY ZONE

Who are they? Why are they? Where are they? This month's featured PD library reveals all...

BINARY STATISTIX

Library: Binary Zone PD
Address: 34 Portland Road, Droitwich, Worcester WR9 7QW.
Software available on: Tape and disk.
Price per tape: £6 for a 90 minute compilation.
Price per disk: £1.50 (single-sided), £2 (double-sided).



Some of the best C64 art around is available from Binary Zone.

What Binary Zone's good at and why: We provide a fast, friendly and froopy (*what? – Ed*) PD service for C64 users which has now been running for three years. There are now over 3,000 Binary Zone members spread in 20 different countries. We specialise in demos but we also have an excellent range of PD games and utilities. Currently in the planning stages are more support for tape users plus our new GOLD range in which the programmers of GOLD software receive a small payment for each copy of their work that gets sold (*which is similar to the licenceware system which has been used for ST and Amiga PD for some years – Ed*).

We don't include any old trash in our catalogue, only the very best PD around. For more info send us your name and address along with two first class stamps to the address above. State whether you're interested in tape or disk.

SAMPLER ZONE

If you want to find out what kind of stuff Binary Zone has to offer then look no further than this month's Power Pack. The game *Hallax* (number four in the Binary Zone games chart below) is a stonking example of PD software.

JARGONBUSTING

- PUBLIC DOMAIN software (or PD) is written by C64 enthusiasts and released with no copyright restrictions. PD software is also free – sort of. You can copy a PD program from someone quite legally. But PD software is more usually obtained from PD libraries, like Binary Zone, who will charge you a minimal fee to cover duplication, disk and postage costs.
- DEMOS, in the PD sense, are a mixture of snazzy visual effects, scrolling messages and music. Many of them stretch the C64 to its graphical and aural limits and are dead impressive. Basically, they're a chance for the programmers to show off.

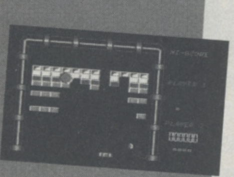
TOP FIVE GAMES

1 *ANTIFRICTION* Catalogue No: BZD081
A gorgeous shoot-'em-up with parallax scrolling, excellent graphics and great music – the whole works really.

2 *MISSION MONDAY* Catalogue No: BZG004
This is an *Army Moves*-style game by the legendary Ash and Dave. Great fun.

3 *CHAOS* Catalogue No: BZGOO4
Take no prisoners in this frantic blaster which features a variety of weird adversaries.

4 *HALLAX* Catalogue No: BZGOO1
Relieve your frustrations by smashing up a wall in this nifty *Breakout*-style game.



5 *TERMINAL CITY* Catalogue No: BZD037
This is based on the walkabout section of *Parallax* and was coded by Ash and Dave.

TOP FIVE DEMOS

1 *DUTCH BREEZE* (Blackmail) Catalogue No: BZD200
A graphically and sonically superb release by one of the best demo groups.

2 *RED STORM* *(Triad)* Catalogue No: BZD225
Probably the most Amiga-esque demo ever on the C64. Plenty of amazing effects which include 'morphing'.

3 *SPIRITUAL DREAMS* (Spirit) Catalogue No: BZD208
Begins with an amazing intro which contains scrolling mountains in a lightening storm. Splendid!

4 *WONDERLAND 9* (Censor) Catalogue No: BZD226
Great graphics, great music and a huge picture of Eddie for all you Iron Maiden fans.

5 *ELYSION* (Origo) Catalogue No: BZD218
A superb release which loads data continuously off the disk while showing you each effect for a lengthy demo experience.

TOP FIVE UTILITIES

1 *DIR MASTER* Catalogue No: BZU001
An absolute must for disk users as it allows you to sort, change and enhance the directories on all your disks.

2 *USA MUSIC ASSEMBLER* Catalogue No: BZU009
Create commercial-quality tunes with this superb music program. Comes with built-in Help screen.

3 *DEMO DEMON* Catalogue No: BZUOO3
This allows you to create your own demos with music, rasters, your own pictures, sprites, etc.

4 *FUTURE WRITER 2* Catalogue No: BZUOO2
Write massive disk-notes and add music and effects with this rather tasty note-writer.

5 *ROCKMONITOR* Catalogue No: BZU008
This sequencer may be old and tricky to use but it's still popular and can churn out some nice digi-tunes.

GAMEBUSTERS

Welcome to a rather special Gamebusters – a 13-page (including this one) Samaritan's Corner… er, sorry, SOS Special (it's hard to keep up with all these changes). SOS is by far the most popular section in Gamebusters, and when we asked you to write in with your queries for this special the response was utterly amazing. So much so, there just wasn't enough space to cram in everything we would have liked to. So, if you wrote in for help but can't find a reply over the next 12 pages, rest assured that your plea will be answered in a future SOS – we keep every request on file until it is printed in the magazine (no matter how long that takes).

Dizzy games proved as popular as ever, and no doubt any avid fans of the ovoid one will be a little disappointed not to find a single *Dizzy* cheat in this special. Don't despair, however, just keep reading *CF* – we've got something rather exciting in the pipeline for all you egg-freaks.

It's been a mammoth task putting these pages together, and I must thank Warren Pilkington and Martin Pugh for their sterling efforts in the listing department (hope your fingers have cooled down by now). So, sit back with a cool drink and enjoy! **ANDY**

Five… Four… Three… Two… One… Gamebusters Is Go. On a secret Island in the middle of the River Avon, The *CF* crew, aka International Rescue, are ready to solve all your gaming probs.

DISTRESS SIGNALS!

If there's a game you're stuck on that we haven't covered in this special, never fear! SOS lives on. Send us details of the game you're stuck on (including the name of the publisher and the type of cheat you'd prefer) to SOS, Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

SOS

SPECIAL

Here it comes – 12 pages of the cheats, tips, POKEs, solutions and listings that you specifically asked for. Your lifeguard for this SOS Special is Andy Roberts…

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CHEATS AND HOW TO USE THEM

Experienced cheaters can turn the page right now, but if you're new to cheats, POKEs and listings, digest the following information carefully…

CHEAT MODES These are special tricks and secrets built-in by the games' programmers and as a result not every game will have a cheat mode. Many cheat modes require you to type in a word or phrase, usually on the title screen or high score table. You need no additional hardware to use a cheat mode (or 'keyboard cheat'); just follow the instructions carefully.

RESET POKES A reset POKE usually has two elements; a POKE statement (followed by a value), and an SYS statement. For example, `POKE 4444,44` followed by `SYS4444`. The actual POKE changes a location in the computer's memory, usually adjusting the amount of lives left. The SYS number is the machine-code equivalent of RUN, and is needed to restart the game. To use a reset POKE, you MUST have an additional piece of hardware called a reset switch. You simply reset the machine and enter the POKE or POKEs followed by the SYS call to get things running again.

ACTION REPLAY POKES You need an Action Replay cartridge to use these. Freeze the game with the cartridge, select the POKES option from the menu, enter the desired POKE or POKEs, then press the restart key. No SYS number is needed because the cartridge restarts the game automatically. As a result, reset pokes can be entered by Action Replay owners, but reset switch owners CANNOT use AR POKEs.

LISTINGS Listings can be used by anyone, as they require no additional hardware. A listing is a BASIC program that must be typed in exactly as it's printed in the magazine. You need to press RETURN at the end of every program line to enter it. For example, you would start the *ARNIE* listing with line 0, typing; `0 REM ARNIE CHEAT BY WAZ` followed by RETURN. Enter every line in this manner, and when you finish the program SAVE it to cassette or disk for future use. Now RUN the listing. If all is well, the message PRESS PLAY ON TAPE will appear; you can now load the game. However, you may be confronted with DATA ERROR, in which case you should check the DATA lines you have typed in. The listings are tested thoroughly, so any errors are likely to be have happened during the typing in stage.

LAST NIN

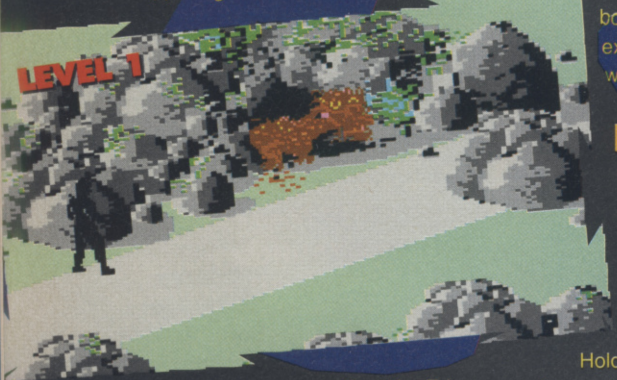
SOS SPECIAL

You're all rubbish at* Last Ninja*, aren't you? We had more letters begging for help with all three games in the series than for virtually any other game. So, the SOS spesh' presents a guide to the entire series starting with, logically,* Last Ninja *– or should that be* Second-From-Last Ninja*?

LEVEL 1
THE WILDERNESS

If you're the cowardly sort then take note – it isn't essential to kill any enemies until you have collected a decent weapon – it's often possible to sneak past them unscathed.

From the start screen: take the bottom-right exit into the next screen, then follow the path and take the bottom-left exit. Follow the path into the next screen, then stand in front of the rock and collect the SWORD. Go back the way you came to the start screen (just follow the path), then take the top-right path. Take the top-right exit again, then carry straight on and take the upper-right path at the T-junction. Follow the path around, taking the top-left exit, then collect the POUCH from the tree in the next screen.



Take the top-right path, have a quick pray in the temple if you're that way inclined, then take the top-right exit again (*popular choice this top right exit – Ed*). Collect the KEY from the post (which can be a little fiddly), continue right into the next screen, then get the NUNCHAKAS from the dead man's belt.

Go back the way you came to the T-junction, then take the top-left path. Collect the SMOKE BOMBS from behind the huge rock, then carefully cross over the swamp (this is easier if you aren't holding any weapons). Once across, take the right exit, then follow the path and take the top-right path again. On the next screen, take the bottom-right path at the T-junction, then collect the APPLE from the tree. Take the right-hand exit into the next screen, collect the SHURIKENS, then go back the way you came to the T-junction.

Take the top-right path, then the top-right exit to arrive at the dragon screen. Holding the smoke bombs, stand at the position shown in the screenshot to the left – lob a bomb to send the dragon to sleep. Now exit top-right, follow the path around, and walk off the right to finish the level.

LEVEL 2
THE WASTELAND

From the start screen: collect the CLAW from the right-hand lion, then exit to the right. Take the right-hand exit again, follow the path, and take the top-right path into the cliff screen.

Holding the CLAW, push against the cliff face until the ninja starts to climb it (stand roughly in the centre of the path to do this). Walk right into the next screen, take the right-hand exit again, then take a big run up and jump the gaping chasm.

Exit to the right, then follow the path and take the right exit again. On the next screen collect the APPLE from inside the cave to the extreme right, then take the right-hand exit. Holding only the CLAW, gently walk backwards towards the wall, keeping as far right as possible – the ninja should climb down with ease. Exit to the right, take the top-right path, then jump carefully across the river and exit top-right.

Take the bottom-right path at the T-junction, follow the path round, then take the bottom-left exit. Take the bottom-left path again, then collect the GLOVE from the next screen. Take the top-right exit, continue right and take the top-right exit. Now collect the NINJA MAGIC hidden behind the massive rock – the ninja will start to flash, and you now have limited time to reach the exit before the magic wears off (unless you use the Action Replay POKE given below). Oh, and use SHURIKENS to kill any enemies you meet – it's quicker (and so much more humane).

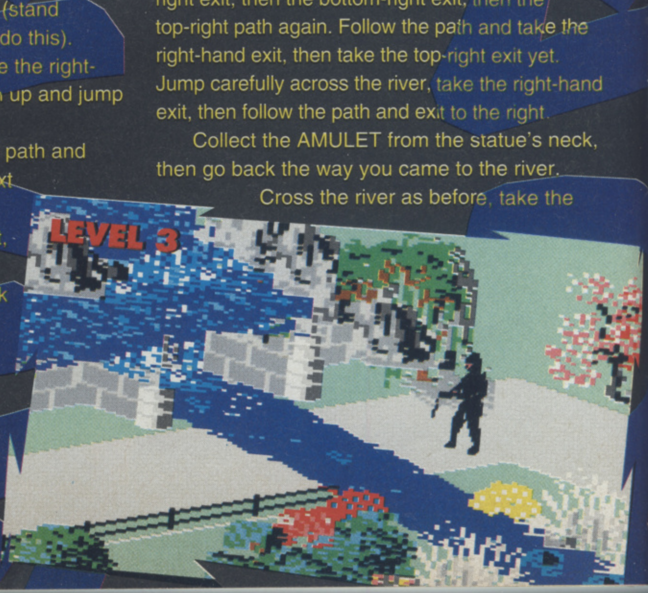
Take the top-left exit, then the left-hand path, then jump across the river again and exit bottom-left. Take the top-left exit at the T-junction, then jump across the swamp. Once across, take the right-hand path, then the top-right exit and follow the path around and exit to the right. Take the top-right exit again, then rummage around in the reeds until you find the STAFF (it's at the right of the reed cluster). Now take the bottom-right exit into the statues screen – if the ninja magic is still working you can safely run past them and finish the level. If not, you'll have to go back and collect some more (which is very, very difficult).

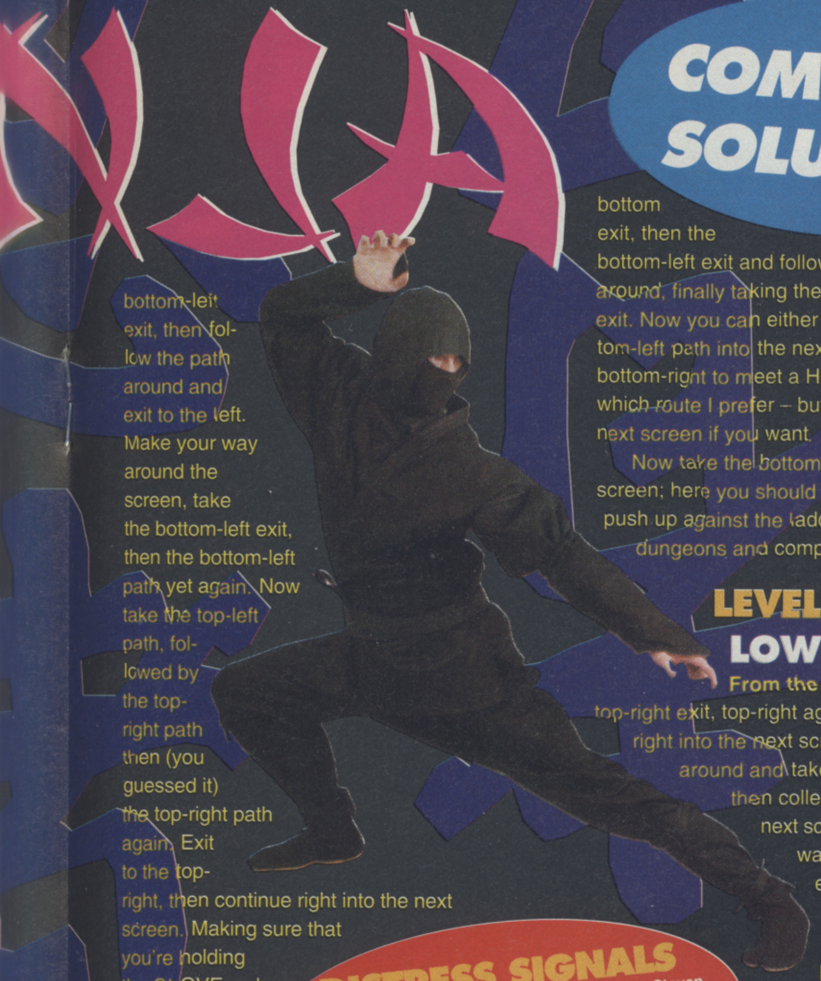
LEVEL 3
PALACE GARDENS

Note that some of the enemies from this level onwards will re-appear when you enter the screen. Oh, and they're also getting a little faster too. From the start screen: take the top-right exit, then the bottom-right exit, then the top-right path again. Follow the path and take the right-hand exit, then take the top-right exit yet. Jump carefully across the river, take the right-hand exit, then follow the path and exit to the right.

Collect the AMULET from the statue's neck, then go back the way you came to the river.

Cross the river as before, take the





COMPLETE SOLUTION

bottom-left exit, then follow the path around and exit to the left. Make your way around the screen, take the bottom-left exit, then the bottom-left path yet again. Now take the top-left path, followed by the top-right path then (you guessed it) the top-right path again. Exit to the top-right, then continue right into the next screen. Making sure that you're holding the GLOVE, collect the ROSE (otherwise the ninja will die – what a wimp!).

Take the top-right exit, the right-hand exit again, then the top-right path. Follow the path around and take the top-left exit, then the top-right exit. Continue right into the next screen, take the right-hand exit, then jump across the river and exit top-right. Take the top-right path from this screen, then, holding only the AMULET, pray in front of the golden statue to finish the level.

DISTRESS SIGNALS

LAST NINJA HELP REQUESTED BY: J. Scarlett, Steven Fowler, Terence Carney, Michael Henderson, Chris Ellmer, David Hodgson, Mandy Londhe, Nicholas Townsend, Alistair Burgess, Michael Payne, Janice Lane, Jonathan Thacker and Lee Hilton.

LEVEL 4

THE DUNGEONS

The best weapon to use on this level is the staff, as it enables you to kill the skeletons without getting dangerously close to them.

From the start screen: go right into the next screen, defeat the guard and run right to descend into the dungeons. Take the right-hand exit, follow the path around and take the right-hand path again. Collect the ROPE from the wall, exit to the right, then take the bottom-right path. Now take the bottom-left path, then the top-right path. Collect the APPLE from the table, then exit top-right. Take the bottom-left path, then bottom-left again at the 'crossroads'. Take the bottom-right exit, then go straight across and take the bottom-right path again. Take the bottom exit, then the bottom-left exit and follow the path around, finally taking the bottom-right exit. Now you can either take the bottom-left path into the next screen, or go bottom-right to meet a HUGE SPIDER! I know which route I prefer – but you can go on to the next screen if you want.

Now take the bottom-left exit into the final screen; here you should hold the rope and push up against the ladder to climb out of the dungeons and complete the level.

LEVEL 5

LOWER PALACE

From the start screen: take the top-right exit, top-right again, then continue right into the next screen. Follow the path around and take the right-hand exit, then collect the APPLE on the next screen. Holding the KEY, walk up to the doors to enter the palace. Take the bottom-right exit, then the bottom-right path again. To get past the statue, move as close to it as possible and edge forward VERY slowly – with any luck the nail will miss you (if not, keep trying).

Now take the top-right path and collect the NINJA MAGIC from the big grey cauldron – the ninja will turn green. Go back into the previous screen, then take the bottom-right path into the final screen. Defeat the guard if you want, then it's a quick dash up the stairs to complete the level.

LEVEL 6

INNER SANCTUM

From the start screen: go right into the next screen (take the top-right exit here and peep through the telescope if you want). Take the bottom-right exit, then bottom-right again, then the bottom-right path yet again. Now take the top-right path and collect the flashing POTION. Go back into the previous room and take the top-left exit.

Take the top-right door, then go right through the door in the next room to arrive at what looks like a dead end. Holding the ROSE, touch the urn in the corner to open a secret door. Holding the potion, go through the door then lob the potion at the dog when it runs towards you. If it doesn't fall asleep, leave the room, then come back and try again. Once he's asleep, go right through the top door, then use your 'pick up' motion on the dots on the floor – the ninja will turn red and you can walk safely past the archer statue. Now go right into the next room, then take the top-left path to meet the Shogun. If you have infinite lives, stay and fight. If not, keep bashing him and leaving the room. Once he's dead, the ninja will be teleported to a mystery location. Holding the pouch, JUMP on to the centre square and pick up the scrolls to finish the game… but the legend continues on page 38.

AND AS IF THAT WASN'T ENOUGH HELP…

Action Replay owners might like to dig into this handsome bunch of POKEs:

`POKE 30855,165` **– Infinite lives**
`POKE 22085,197` **– Infinite ninja magic**
`POKE 1018,255` **– Loads of smoke bombs**
`POKE 1019,255` **- Loads of shurikens**

However, if you don't own an Action Replay, type in this listing, SAVE it, then RUN it for infinite lives (and it works on both the original and re-release versions).

```
0 REM LAST NINJA CHEAT
1 FOR X=579 TO 640:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=31722 TO 31735:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>8876 THEN PRINT “DATA ERROR”:END
4 POKE 649,0:SYS 579
10 DATA 198,157,078,041,003,169,000,162
11 DATA 001,168,032,186,255,032,189,255
12 DATA 032,213,255,120,136,140,021,003
13 DATA 169,128,141,237,002,238,119,244
14 DATA 238,120,244,169,166,141,020,003
15 DATA 108,020,003,162,121,142,178,003
16 DATA 206,179,003,076,081,003,169,197
17 DATA 141,135,120,076,191,003,012,000
18 DATA 000,169,049,141,159,002,169,234
19 DATA 141,160,002,096
```

FUTURE WARS SOS SPECIAL

NEMESIS
PROGRAMMING
SIMON PICK

A long time ago in a galaxy far, far away, the spaceships were yukky colours.

NEMESIS Konami

On the title screen, press the SHIFT/LOCK key, then press the Space bar repeatedly until a strange block appears in the corner of the screen. Press SHIFT/LOCK again, then start the game as usual for infinite lives.

- ***Nemesis* help requested by:** David Fitzpatrick and A J Davies.

TURRICAN US Gold/Kixx

Before: Darn it, dead again. After: Blam, blam, die you alien scum! If you're after infinite lives, infinite time and infinite gyroscopes, look no further than this armour-clad listing.

```
0 REM TURRICAN CHEAT BY WAZ
1 FOR X=288 TO 319:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2926 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS288
4 DATA 032,086,245,169,048,141,122,008
5 DATA 169,001,141,123,008,076,018,008
6 DATA 169,000,141,072,063,169,173,141
7 DATA 037,016,141,214,011,076,000,108
```

And for Action Replay owners:

`POKE 3030,173` – Infinite lives

`POKE 4133,173` – Infinite gyroscopes

`POKE 16365,0` – Infinite weapon use

- ***Turrican* help requested by:** Daniel Hatcher, Mark Whelan, Daniel Smith, K Heaton, George Henry, Kevin Hollowed, Garry Armstrong, D N Seifarth, Tony Sands, M Dunn, Alex Lord, Chris Dorset, Raymond Mawhinney, Michael Park,Christopher Betts, A Booth, Lee Green, Daniel Roach, J Grawt, A Areskog, Raymond Moore, Stephen O'Sullivan, David Muir, Matt Baker, Steven Fyfe, J Button, John Nichols, Ged Ayres, T S Harris, Carol Peebles, Wayne Ledsham, Sean Rogers, David Turner, Nick Stupple, Stuart Henderson, C Matthews, Andrew McMahon, Christina Hancox, Sukhdev Jootla and John Amato.

TURRICAN 2

US Gold/Kixx

And for the sequel we have this intricately crafted POKE, offering such top treats as infinite lives, infinite energy, infinite time, and unlimited use of power lines.

```
0 REM TURRICAN 2 CHEAT BY WAZ
1 FOR X=288 TO 341:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>6059 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 288
10 DATA 032,086,245,169,048,141,136,008
11 DATA 169,001,141,137,008,076,018,008
12 DATA 169,000,141,045,075,141,119,075
13 DATA 169,189,141,023,076,169,173,141
14 DATA 013,012,162,000,169,234,157,226
15 DATA 081,232,224,005,208,246,169,003
16 DATA 141,056,007,076,242,127
```

And for AR-owning types:

`POKE 19245,0` – lives

`POKE 19319,0` – energy

`POKE 3085,173` – time

`POKE 19645,189` – power lines

- ***Turrican 2* help requested by:** Davinder Kandola, Gregory Rotolo, Mark Osborne, Rutger Anema, Richard Thompson, John Moore, Matthew Sampson, Richard Joy, C Matthews, Lee Green, Daniel Roach, Liam Dyson, Raymond Moore, Gary Peter Hughes, Barry Paterson, Christopher Fell, Steven Ruske, David Muir, Richard Gould, Mark Dinning, Mark Tew, Anthony Drakes, Mark Walters, Andrew McCombe, Michael Cox, Wayne Ledsham, Stephen Jutty, Sean Rogers, Scott Grant, David Turner, Nick Stupple, Christina Hancox, Liam Weldon, Paul Blackman, Joe Greiner, John Amato, Liam O'Hara, Darren Heath and Gary Jones.

HAWKEYE Thalamus/Kixx

It's sort of *The Last of the Mohicans* meets *Terminator*, this one, and nothing to do with *MASH* at all. Type VALSSPELER on the title screen – the Thalamus logos should begin to flash, and infinite lives will be yours. This cheat won't let you go beyond level nine (which is a bit of a shame), but these Action Replay/Reset POKEs (which is rather convenient) will.

`POKE 7456,0` – Infinite lives

`POKE 6105,173` – Infinite weaponry

And a hefty `SYS 27546` to restart the game

- ***Hawkeye* help requested by:** Chris Harrison, David Garthwaite and Andrew Banks.

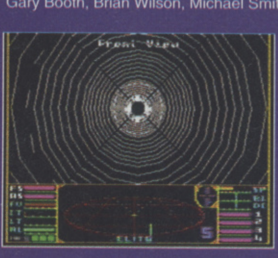
Let's be honest – that's NOT a hawk's eye that he's got there. It looks more like one of the head light off of a 1965 Morris Traveller, if you ask me. And he hasn't even spotted that his gun's on fire yet.

ELITE Firebird

Climbing the ranks in this classic game can take some time, but the task is made easier by this listing POKE for infinite shields, infinite fuel and less energy loss. And if you've never played the game, shame on you.

```
0 REM ELITE CHEAT BY WAZ
2 FOR X=512 TO 618:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>12756 THEN PRINT "DATA
ERROR":END
4 POKE 157,128:SYS 512
10 DATA 032,044,247,056,169,016,141,062
11 DATA 003,169,017,141,064,003,032,108
12 DATA 245,169,032,141,068,017,169,057
13 DATA 141,069,017,169,002,141,070,017
14 DATA 162,255,189,193,016,157,193,002
15 DATA 202,208,247,162,033,189,159,016
16 DATA 157,159,002,202,208,247,076,120
17 DATA 003,072,206,032,208,032,069,002
18 DATA 104,044,013,220,096,169,080,141
19 DATA 052,029,169,002,141,053,029,096
20 DATA 169,234,141,225,115,141,226,115
21 DATA 141,227,115,169,255,141,232,123
22 DATA 141,250,123,169,173,141,100,123
23 DATA 076,111,136
```

- ***Elite* help requested by:** Richard Parkins, M S Hall, Darren Paul Chenery, Luke Verona, Andrew Oxley, A Humphrey, Matt Joynes, Victor Thame, I West, Paul Fosberry, Hanif Mayat, Gary Booth, Brian Wilson, Michael Smith and Jamie Abbott.



One thing's for sure – I don't want to meet the spider that managed to spin that.

Elite was one of our pick of the RPGs in last month's Modern Classic pull-out.

SOS
SPECIAL
IT'S WAR

RAMBO III
ocean
CAROLCO

If only I loved this game as much as it loves me.

RAMBO 3 Ocean/Hit Squad

To fight war you have to become war… either that or use this complete solution. And if you're still having problems with the game don't panic – we'll be printing a listing POKE next month.

LEVEL 1 From the start: R • DOOR • U • U • DOOR • R • U • L • COLLECT GOGGLES BATTERY • U • DOOR • GET DETECTOR • U • U • GET MEDIKIT • D • D • DOOR • R • R • R • R • U • R&D • D • GET LIGHT KEY • U • U • L&U • TOP DOOR • L • HIT SWITCH • R • DOOR • D • D • L • L • L • D • D • L • DOOR • R • D • DOOR • U • U • GET ARROWS • D • DOOR • D • GET SILENCER • U • RIGHT DOOR • D • DOOR • D • LEFT DOOR • LEFT DOOR • GET GOGGLES AND USE GOGGLES BATTERY • RIGHT DOOR • RIGHT DOOR • U • RIGHT DOOR • D • DOOR • GET GLOW TUBE (*sounds horribly 70s – Ed*) • RIGHT DOOR • U • DOOR • LEFT DOOR • U • R • DOOR.

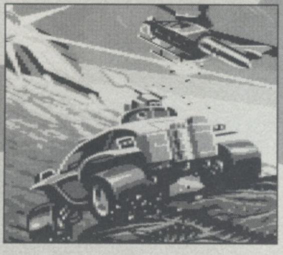
You are now outside: U • U • U • U • U • L • L • L • L • L • L • L • U • U • U • U • U • GET ANTI-PERSONNEL MINE • U • DOOR • D • D • D • R • D • GET DARK KEY • D • USE DARK KEY • DOOR • GET DETECTOR BATTERY AND USE IT • USE DARK KEY • DOOR • L • U • U • U • U • DOOR • D • HIT SWITCH • U • DOOR • U • R • R • R • D • HIT SWITCH • U • L • L • D • D • D • R • DOOR • GET RUBBER GLOVES • DOOR • R • R • U • DOOR • RIGHT DOOR • GET MEDIKIT • DOOR • LEFT DOOR • D • R • D • GET PISTOL AND USE SILENCER • D • USE LIGHT KEY • DOOR.

You are outside again: D • R • R • U • U • U • U • U • U • DOOR • R • R • DOOR • D • D • D • DOOR • USE GLOW TUBE • D • DOOR • D • GET UNIFORM • U • DOOR • U • DOOR • USE UNIFORM • D • D • D • USE LIGHT KEY • RIGHT DOOR • U • U • GET MEDIKIT • D • D • DOOR • D • D • RIGHT DOOR • D • GET EXPLODING ARROWS • U • DOOR • D • D • D • L • L • DOOR • U • U • GET MACHINE GUN (UZI 9MM!) • D • D • DOOR • U • U • U • HIT SWITCH ON WALL WITH EXPLODING ARROWS • USE THE LIGHT KEY • DOOR • and that's the first level of the game completed.

LEVEL 2 From the start: R • R • U • U • SET BOMB • R • R • U • U • SET BOMB • L • L • L • L • L • L • L • L • L • L • L • D • SET BOMB • U • R • R • BLAST DOOR AND GO THROUGH • R • U • SET BOMB • D • R • R • R • R • R • R • U • U • SET BOMB • L • L • U • GET MEDIKIT • R • R • U • L • BLAST DOOR AND GO THROUGH • L • L • U • GET MEDIKIT • L • L • L • D • L • L • L • U • U&L • SET BOMB • U • U • U&R • R • R • SET BOMB • R • R • U&R • GET MEDIKIT • R • R • D • D • R • R • BLAST DOOR AND GO THROUGH • SET BOMB • L • WALK UP TO CHOPPER TO COMPLETE THE SECTION!

NB To set a bomb just walk over it and blast the doors using the exploding arrows. No tips for level three, it's just an out'n'out shoot-'em-up.

● ***Rambo* help requested by:** Steve Thore, C Matthews, Geoff Crow, Archie Toms, Mark Kirby, Cathair McKenna, Michael Henderson, Karl Hicks, S L Matthews, Kenny Ahmed, James Allan, Chris Birdsall, Michael Banim, Thomas Core, Christy McStay, Jon Russ and Remco Komduur.



"You can't control the jee…" We know, Trent. Shut up.

SWIV Storm

Start a game, then press H to pause it. Now press the Commodore Key, Q, the Commodore Key again, and then H to un-pause the game. You should now have infinite lives.

● ***SWIV* help requested by:** John Logan and P Roberts.

Is that expression supposed to be moody? Looks more like he's constipated.

ARNIE
WRITTEN BY CHRIS BUTLER
ZEPPELIN

ARNIE Zeppelin

We've had more pleas for help with this game than any other, which is not surprising as it was the most popular game of '92. Try this listing for infinite lives, infinite ammo, and invincibility.

```
0 REM ARNIE CHEAT BY WAZ
2 FOR X=512 TO 612:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>11184 THEN PRINT "DATA
ERROR":END
4 POKE 157,128:SYS 512
10 DATA 032,044,247,056,169,016,141,062
11 DATA 003,169,017,141,064,003,032,108
12 DATA 245,169,032,141,068,017,169,057
13 DATA 141,069,017,169,002,141,070,017
14 DATA 162,255,189,193,016,157,193,002
15 DATA 202,208,247,162,033,189,159,016
16 DATA 157,159,002,202,208,247,076,120
17 DATA 003,072,206,032,208,032,069,002
18 DATA 104,044,013,220,096,169,173,141
19 DATA 214,051,141,198,052,169,169,141
20 DATA 035,053,169,001,141,036,053,169
21 DATA 234,141,037,053,141,038,053,169
22 DATA 231,141,039,053,096
```

● ***ARNIE* help requested by:** (deep breath) Matthew Edmondson, Michael Henderson, C Matthews, Tadhg Nolan, Nicholas Power, Dale Wigley, Paul Rossiter, Matt Baker, Roy O'Lhea, Michael Moriarty, Mark Wilson, J Quinn, David White, Daniel and Darren Merry, Jamie Morton, Michael Holland, J Button, David Proudock, Jacob Sales, Anthony Leigh, Jon Russ, David Downing, Ratesh Sharma, David Hodgson, Gary Boland, Ged Ayres, Tony Barry, Stephen Smith, Lee Tarbox, Peter Pouley, Allan Price, A Lloyd, Wayne Bridgett, SD Lowe, Paul B, Josh Bradley, Andrew Mason, Carl Gannon, Andrew McGlone, Mark Jones, Ben Beatson, Lee Bailey, Kevin Tooke, Neil Rundle, Daniel Deeping, Dan Hinton, Eric Goodale and Aiden Higgins. Phew.

NAVY SEALS Ocean

Type BRAINDEAD on the high score table. Now pause then un-pause the game, and you should be able to skip levels by pressing the left-arrow key (at the top-left of the keyboard). Alternatively, type MAD CYRIL and you'll be able to start on level four.

● ***Navy SEALS* help requested by:** John Mc Dowell, Mike Zagorst, Mark Osborne, David Fitzpatrick, Andrew Hollingworth, Peter Reynolds, N Hewitt, Robert Rick, Andrew Paterson and William Wears.

PLATOON Ocean/Hit Squad

The first casualty of war is a broken joystick, so for infinite morale and ammunition (on level one only), type in this listing, SAVE it, then RUN it.

```
0 REM PLATOON TAPE CHEAT
1 FOR X=547 TO 619:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>8403 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 547
10 DATA 032,086,245,169,051,141,196,002
11 DATA 169,002,141,201,002,076,167,002
12 DATA 169,074,141,111,001,169,002,141
13 DATA 112,001,169,088,141,211,002,169
14 DATA 096,141,114,226,076,081,003,169
15 DATA 081,141,196,002,169,003,141,201
16 DATA 002,169,222,141,114,226,169,173
17 DATA 141,054,189,141,016,189,141,211
18 DATA 189,169,000,141,114,189,076,000
19 DATA 004
```

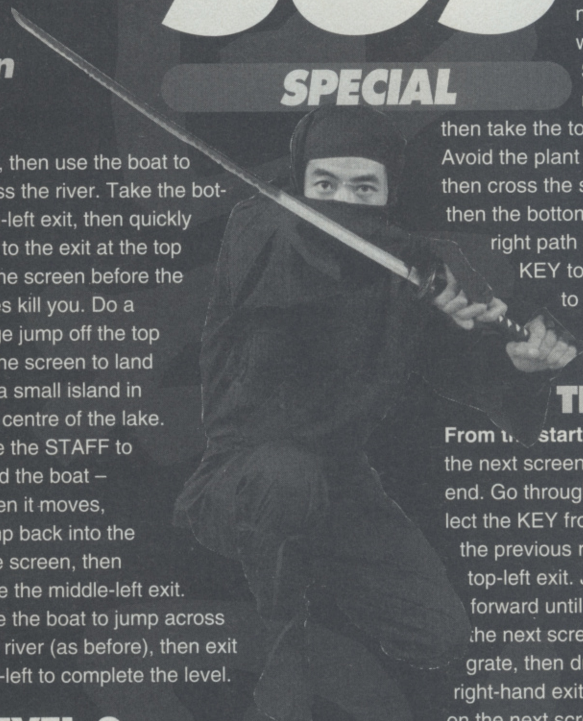
● ***Platoon* help requested by:** Jamie Baker, Archie Toms, Robert Hall, Graham Wright, Richard Murray, Mark Cuthbert, Robert Buckeridge, Rudi Anslow, Paul McDonald, Adam Dade, Alan Leach, Martin O'Donnell, J. Button, W Smith, Martin McMahon and Gavin Overton.

LAST NIN

SOS

SPECIAL

It's the second part of the trilogy, so prepare to chuck your nuns with the best of 'em as Andy Roberts trains you in the ways of the ninja.



LEVEL 1
CENTRAL PARK

As with the other two Last Ninja games, is isn't necessary to kill every enemy you meet until you get a decent weapon - you can sneak past them quite easily. And so, armed with that valuable piece of info, let's take it from the start screen: go through the top exit (through the curtain), then punch the flashing yellow square on the far wall. Go back into the start screen and drop through the hole. Collect the KEY from behind the big bass drum, then go through the door at the top-left. Take the top-right exit, collect the HAMBURGER, then take the top-right path. Nip into the ladies' toilet (oo-er) and collect the CHAIN, then take the top-left exit. Take the bottom-right path, then the bottom-right exit again. Enter the ladies toilet and collect the CHAIN as before – the two chains combine to make the NUNCHAKAS.

Exit the screen, then take the left path. Take the bottom-left exit again, somersault past the juggler to avoid his knives, then exit bottom-left. Collect the MAP on the next screen, climb up the grating on to the ledge, then take the top-left exit. Jump carefully over the two gaps, collect the STAFF at the far left, then go back the way you came. Climb down the grating and go right into the next screen.

Somersault past the juggler as before, then exit top-right. Collect the SHURIKENS from the litter bin, take the top-left exit, then hold the KEY and use your 'pick up' motion on the gate to open it. Take the top-left exit, then use the boat to cross the river. Take the bottom-left exit, then quickly run to the exit at the top of the screen before the bees kill you. Do a huge jump off the top of the screen to land on a small island in the centre of the lake. Use the STAFF to prod the boat – when it moves, jump back into the bee screen, then take the middle-left exit. Use the boat to jump across the river (as before), then exit top-left to complete the level.

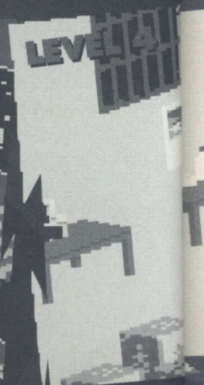
LEVEL 2
THE STREETS

From the start screen: take the bottom-right exit, cross the street (when the lights are green), then take the top-left exit. Kick open the door at the top of the screen, and collect the SWORD from the shop inside. Leave the shop, take the bottom-right exit, then take the bottom-right exit again (when the lights are red). Avoid the plant-pot thrower and take the bottom-right exit, then take the bottom-right path. Collect the HAMBURGER, avoid the plant-pot thrower then take the bottom-right exit. Collect the BOTTLE OF METHS from the tramp on the next screen, then cross the street when the lights are green. Take the top-left exit from the next screen, then enter the workman's hut and collect the SEWER KEY. Take the bottom-right exit, cross the street again, then take the top-left exit from the tramp screen. Avoid the plant pots and take the top-left exit, then cross the street. Take the bottom-left exit, then the bottom-right path. Take the bottom-right path again, then use the SEWER KEY to open the manhole – drop down to finish the level.

LEVEL 3
THE SEWERS

From the start screen: take the right path into the next screen, then go through the door at the end. Go through the door in the next room, collect the KEY from the far right, then go back into the previous room. Jump the gap and take the top-left exit. Jump the next gap, then edge forward until a spider appears – follow it into the next screen. Use the KEY to open the grate, then drop down the hole. Take the right-hand exit, then go through the middle door on the next screen.

Follow the path into the next screen, then go through the left-most door. Jump over the rats, take the top-right path (don't go through the doors), then follow the path around, take the right exit and go through the left-most door. Holding only the bottle of meths, use your 'pick up' motion on the torch to light the bottle (the wick should turn red). Take the top-right exit, then edge forwards until the alligator appears – throw the meths at it to set the poor creature on fire (if you miss, keep trying, as you have more than one chance to get it right). Once it's dead, run through the door to complete the level.



COMPLETE SOLUTION

LEVEL 4
THE BASEMENT

From the start screen: take the right-hand exit (through the maze of boxes), then climb up the ladder. Take the top-left exit, pick up the CREDIT CARD, then go right into the previous screen. Take the top-right exit, follow the path then take the right exit. Continue right into the next screen, then enter the door at the end. Pick up the bowl of DOG FOOD, then go back the way you came to the ladder – climb down it.

Take the right exit, then go right again into the next screen. Jump over the railcars, then take the right path. Follow the path and take the bottom-left exit, then jump over the rail lines (they're electrified). Collect the HAMBURGER, take the left exit, then follow the path and take the bottom-right exit; jump carefully across the crates. Once across, go right into the next screen, then take the bottom-left exit. Go through the room full of bottles into the next room, then take the bottom-right exit. Holding the chicken leg, use your 'pick up' motion on the box of white powder.

Go back the way you came to the bottle room. Take the middle-right exit. Holding the chicken, walk forward until the panther sits up. Take one more step, then use your 'pick up' motion to lure the panther to the chicken which it'll eat and then die. Take the right-hand exit, then use the credit card in the slot by the door to open it. Go through to complete the level.

DISTRESS SIGNALS

LAST NINJA II HELP REQUESTED BY: Gurjit Singh, Alison Beaty, Rudi Anslow, Jason Young, Paul Allison, Lee Wilson-Davies, A McDonald, Simon Westcott, Chris Groves, Kevin Turner, Simon Cundry, Darrell Porter, Jonathan Major, Dale Cartwright, Jared & Robert Madden, Michael Henderson, Chris Ellmer, Gary Boland, Antony Proctor, Jonathan Dodd, Lee Jenkinson, Jonathan Thacker, Alistair Burgess, Chris Twin, Matthew Nowers, Joss Stehbens, C. Bryson,Michael Treagust, Martin McMahon, Lee Hilton, Dominic Stanyer, James Harrisskitt and David Robinson. Phew!

LEVEL 5 THE OFFICE

From the start screen: take the left-hand exit, then go through the blue door on the next screen. Walk up to the computer and use your 'pick up' motion – note down the number that appears.

Leave the room, take the left exit, then go through the door at the top-left. Use your 'pick up' motion on the button on the table (underneath the paintings), then go through the door that appears. Climb up the ladder to the next floor, then go through the door. Take the top-left exit into the fan room. Stand as close to the right wall as possible, then slowly edge forward towards the back wall to get past the fan safely. Use your 'pick up' motion on the grate to open it, then go through it.

Jump across the gap on the ledge and go left, then follow the ledge around and into the next screen. Climb up the ladder, take the top-left exit, then jump off the top-right of the screen when the helicopter flies away.

LEVEL 6
THE MANSION

From the start screen: pull down to drop from the helicopter when the ninja is above the furthest turret, jump on to the right-most turret (using the other turrets) and carefully drop off to the left. Walk right along the ledge into the next screen, continue right, then face the skylight and somersault into it. Once inside take the bottom-left exit and go through the door.

Collect the rope from the wall, leave the room, then take the right exit. Go through the door, hold the rope, and walk into the dumb waiter (on the far-left wall). Take the left-hand exit, go through the adjacent door, then punch the control panel to de-activate the alarm. Leave the room, then enter the door behind the plant. Hit the switches on the wall until the lights come on in the next room, then go through the right door. Walk through the maze, then take the right door.

Use your 'pick up' motion on the right-hand control panel to divert the steam, then go through the right door to the final level.

LEVEL 7
THE FINAL BATTLE

From the start screen: kill the guard and go right through the door. Use your 'pick up' motion on the hanging tapestry to reveal a safe; open it using the combination you noted down earlier. Collect the ORB from inside and KUNITOKI himself appears. Kill him so that he falls INSIDE the pentacle, then use your 'pick up' motion to light all five candles. If you find this a little difficult, light one candle just as Kunitoki comes back to life – this will remain burning, so that you only have to light four candles once you've killed him. When all five candles are alight and the screen starts flashing, simply put the orb back into the safe to complete the game.

MYSTICAL SECRETS

Action replay owners might like to dig into this tender batch of POKEs:

INFINITE LIVES

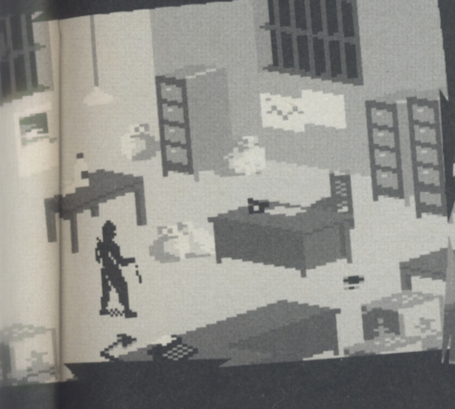
`POKE 37456,173` **– Level 1**
`POKE 36690,173` **– Level 2**
`POKE 31852,173` **– Level 3**
`POKE 35481,173` **– Level 4**
`POKE 35771,173` **– Level 5**
`POKE 36879,173` **– Level 6**
`POKE 34444,173` **– Level 7**

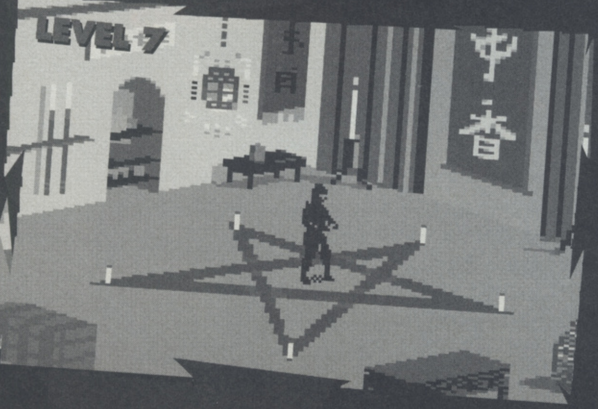
INFINITE SHURIKENS:

`POKE 46594,173` **– Level 1**
`POKE 45218,173` **– Level 2**
`POKE 40153,173` **– Level 3**
`POKE 44925,173` **– Level 4**
`POKE 44707,173` **– Level 5**
`POKE 45788,173` **– Level 6**
`POKE 43049,173` **– Level 7**

If you don't own an Action Replay, type in the following listing, SAVE it then RUN it for infinite lives on every level except the last one. And it should work on both the original and re-release versions.

```
0 REM LAST NINJA 2 CHEAT
1 FOR X=304 TO 431:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>14491 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 373
10 DATA 169,173,141,080,146,169,060,141
11 DATA 094,023,169,003,141,095,023,162
12 DATA 036,189,079,001,157,060,003,202
13 DATA 016,247,162,018,076,243,063,165
14 DATA 236,041,015,170,189,084,003,141
15 DATA 080,003,189,090,003,141,081,003
16 DATA 169,173,141,255,255,076,243,063
17 DATA 080,082,108,153,187,015,146,143
18 DATA 124,138,139,144,000,032,044,247
19 DATA 056,169,171,141,177,003,169,138
20 DATA 141,178,003,169,105,141,179,003
21 DATA 032,108,245,169,153,141,064,242
22 DATA 169,001,141,065,242,032,191,003
23 DATA 096,169,191,141,178,003,169,003
24 DATA 141,179,003,169,048,141,009,020
25 DATA 169,001,141,010,020,076,100,241
```

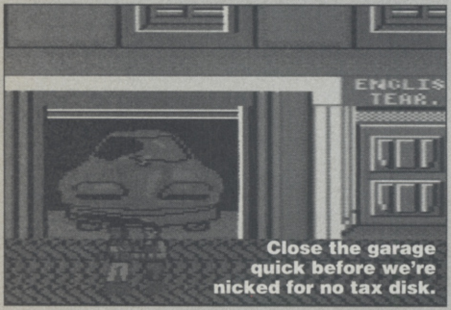



LEVEL 7

SOS SPECIAL BEAT-'EM-UPS

DOUBLE DRAGON

Virgin/Tronix



Close the garage quick before we're nicked for no tax disk.

The first (and worst) of the *Double Dragon* trio is made a little more bearable thanks to this infinite lives and time POKE.

```
0 REM DOUBLE DRAGON CHEAT BY WAZ
1 FOR X=400 TO 442:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4941 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 400
4 DATA 032,086,245,169,160,141,229,004
5 DATA 169,001,141,230,004,076,136,004
6 DATA 169,173,141,114,008,169,001,141
7 DATA 115,008,076,016,008,169,173,141
8 DATA 211,098,141,130,097,141,164,097
9 DATA 076,208,129
```

● ***Double Dragon* help requested by:** Archie Toms, Jabed Hussain, Simon Stubbs, Michael Burgess, Allen Tamabadlbo, Russell Jiggens, Ashley Simpson, Neal Booth, Stephen O`Sullivan, Stephen Garrett, Michael Henderson, Colin Stewart, Eoin Ward, Paul McClintock, Muddasar Afzal, Paul Bartlett and John James Badrock.

DOUBLE DRAGON 2

Virgin/Tronix

When you've finished the first game, try your luck at the sequel. Type in this listing for infinite lives and time... if you think you're hard enough.

```
0 REM DOUBLE DRAGON II CHEAT BY WAZ
1 FOR X=400 TO 431:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3439 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 400
4 DATA 032,086,245,169,076,141,
096,003
5 DATA 169,165,141,097,003,169,
001,141
6 DATA 098,003,076,081,003,169,
173,141
7 DATA 202,181,141,108,185,076,000,068
```

And for any Action Replay Cart owners:

`POKE 46537,173` – Infinite lives, player 1

`POKE 46553,173` – Infinite lives, player 2

● ***Double Dragon 2* help requested by:** Paul Robinson, Garry Crawford, Darren Oyebo, Laurie Turnbull, Tom Rans, Chris Chalk, Darren Pannell, Darren Cole, Rory McGrath (*are you sure? – Ed*), Michael Park, Suhail Sarwar, Robert Hickley, Neal Booth, Craig Jaundrell, Mathew Bourke, Robert Drury, Ged Ayres, Darren Dalgetty, Alan Coulman, A K Edwards, Jonathan Thacker, Ben Beatson, Kevin Turner, Simon Littler and Jon Russ.

DOUBLE DRAGON 3

Storm

This is more like it; a beat-em'-up with decent graphics, lovely sound... and shops. Bliss (*you sound like Lisa – Ed*). Type in this listing, SAVE it, then RUN it for infinite energy, coins and time.

```
0 REM DD3 CHEAT BY MARTIN PUGH
1 FOR X=49154 TO 49221:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>8500 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE ENERGY Y/N";A$:IF
A$="Y" THEN POKE 49195,189
4 INPUT "INFINITE COINS Y/N";B$:IF
B$="Y" THEN POKE 49193,173
5 INPUT "INFINITE TIME Y/N";C$:IF C$="Y"
THEN POKE 49197,189
6 POKE 157,128:SYS 49154
10 DATA 032,104,225,169,129,141,115,010
11 DATA 076,020,008,169,149,141,096,011
12 DATA 169,159,141,097,011,162,029,189
13 DATA 039,192,157,079,081,202,208,247
14 DATA 076,013,008,072,077,080,255,206
15 DATA 253,157,244,222,211,229,030,211
16 DATA 122,061,211,055,059,209,239,028
17 DATA 209,152,028,208,013,118,017,080
18 DATA 085,177,089,239
```

And if you've got one of those handy Action Replay things try this out for size:

```
POKE 37025,234
POKE 37026,234
POKE 37027,234
POKE 37045,234
```

`POKE 37046,234` – Infinite energy

● ***Double Dragon 3* help requested by:** Daniel Overton, Chris F, David Fitzpatrick, Richard Miladino, Robert Todd, P Oswell and Jonathan Thacker.

SHINOBI Virgin/Tronix

Where does a ninja turn when he wants to learn the secrets of time and magic? The Grand Old Wise One? Nope, he simply types in this handy Waz POKE for infinite time and magic.

```
0 REM SHINOBI CHEAT BY WAZ
1 FOR X=384 TO 433:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4539 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS384
10 DATA 032,086,245,169,144,141,050,008
11 DATA 169,001,141,051,008,076,016,008
12 DATA 169,157,141,093,002,169,001,141
13 DATA 094,002,076,023,002,169,189,141
14 DATA 188,027,169,173,141,222,037,169
15 DATA 001,141,015,028,141,026,042,076
16 DATA 004,025
```

● ***Shinobi* help requested by:** Vincent Johnson, Paws & Rob, Suhail Sarwar, John Feehily, Chris Jones, G. Dunnett, P. Mattis, David Cobbin, Andrew McCombe,Christopher Jones, John Yianni, and Patrick Morrison.

DRAGON NINJA

Imagine/Hit Squad

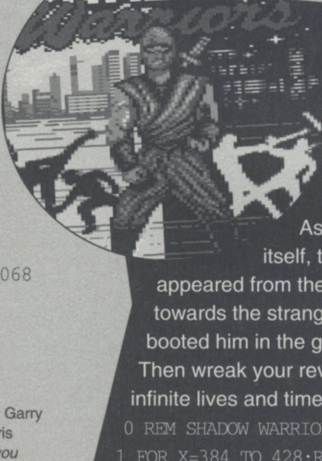
Incredible as it may seem, here is another beat-'em-up listing offering infinite lives and time. Spooky, huh?

DRAGONNINJA

What a poseur! POSEUR!

```
0 REM DRAGON
NINJA CHEAT
BY WAZ
1 FOR X=384 TO 422:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C4159 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,032,141,084,003
5 DATA 169,147,141,085,003,169,001,141
6 DATA 086,003,096,072,032,156,001,104
7 DATA 206,032,208,096,169,173,141,122
8 DATA 128,169,000,141,076,130,096
```

● ***Dragon Ninja* help requested by:** Stephen O'Sullivan, Martin Bates, Kevin Davies, David Best, Anthony Leigh and G E Clarke.



A shadow of its former self with our listing.

SHADOW WARRIORS

Hit Squad

As mysterious as time itself, the *Shadow Warrior* appeared from the darkness and walked towards the stranger… who promptly booted him in the gob. Sounds familiar? Then wreak your revenge with this listing for infinite lives and time.

```
0 REM SHADOW WARRIORS CHEAT BY WAZ
1 FOR X=384 TO 428:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4711 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,144,141,178,002
5 DATA 169,001,141,179,002,076,167,002
6 DATA 169,160,141,041,004,169,001,141
7 DATA 042,004,076,000,004,087,065,090
8 DATA 169,234,141,207,135,169,173,141
9 DATA 209,121,076,000,008
```

And for Action Replay Cart owners:

`POKE 31185,173` – Infinite time

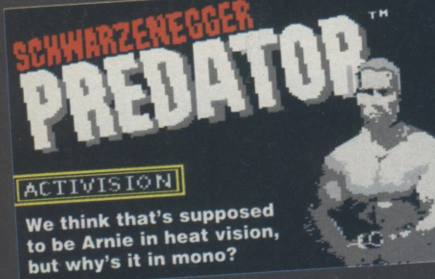
`POKE 35002,173` – Infinite energy

`POKE 34665,234` – Infinite lives

● ***Shadow Warrior* help requested by:** Jamie Morton, Vincent Johnson, Adam Duffy, R Barron, Paul Allison, Russell Gray, Darren Cole, Ian Pole, M Ghafoor, Matt Finch, David Smith, Stephen O`Sullivan, Tom Rans, C Johnson, Ali Shaded, P Hawkins, David Baetens, Ged Ayres, Henrik Christensen, Helen Williams, Padraig Dowds, David Best, John Jones, Martin McMahon, Alan MacCormack, Kevin Davies, Paul Bartlett, Jack Wass and Jon Russ.

SOS
SPECIAL
BIG SCREEN ACTION

PREDATOR Activision



We think that's supposed to be Arnie in heat vision, but why's it in mono?

If you've been wandering through dense forests in search of assistance with this mighty fine game... er, see a doctor. The rest of you should try this listing POKE for all manner of goodies.

```
0 REM PREDATOR CHEAT BY WAZ
1 FOR X=528 TO 581:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4942 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 528
10 DATA 169,029,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,011,141
12 DATA 206,001,169,034,141,207,001,096
13 DATA 023,001,026,169,056,141,115,192
14.DATA 169,002,141,116,192,076,000,192
15 DATA 169,165,141,093,016,141,016,028
16 DATA 141,040,022,076,000,006
```

And for those of you with the ability to reset:

`POKE 5672,165` – Infinite lives

`POKE 4019,165` – Infinite bullets

`POKE 4189,165` – Infinite grenades

● ***Predator* help requested by:** Paul Holmes, Mark Kirby, S Humphries, J Button, Wayne Doyle, Tony Barry, W Smith, Paul Cresham, Ryan Barrat, A Meehan, James Ison, Marc Cobelli, Steven Paynter, Steven Windridge and J A Meehan.

PREDATOR 2 Imageworks

For the not-so-impressive sequel, here's a superb POKE for infinite energy and ammunition.

```
0 REM PREDATOR 2 CHEAT BY M PUGH
1 FOR X=520 TO 623:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>11870 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 520
10 DATA 032,044,247,160,017,140,064,003
11 DATA 136,140,062,003,032,108,245,169
12 DATA 032,141,233,016,169,061,141,234
13 DATA 016,169,002,141,235,016,162,157
14 DATA 189,158,016,157,158,002,202,208
15 DATA 247,169,166,141,020,003,169,002
16 DATA 141,021,003,208,254,141,013,220
17 DATA 072,169,032,141,240,003,169,082
18 DATA 141,241,003,169,002,141,242,003
19 DATA 104,096,169,093,141,230,136,169
20 DATA 002,141,231,136,096,098,002,072
21 DATA 077,080,169,189,141,143,015,141
22 DATA 182,015,141,130,016,108,022,000
```

● ***Predator 2* help requested by:** Andrew Sands, A Booth, Wayne Wickman, K Samuel, Matthew Edmondson, Ged Ayres, Mark Kirby, Philip Pidgeon and David Watson.

PREDATOR 2
image works
TM & © 1990,1991 TWENTIETH CENTURY FOX FILM CORPORATION ALL RIGHTS RESERVED

Nope, I'm afraid that image doesn't work. Try a face lift.

TURTLES Imageworks

Let's face it – the lean, green, fighting machines are not as hard as they like to think, which is precisely why you'll need this infinite lives listing to help them out. What a bunch of wimps.

```
0 REM TURTLES CHEAT BY M PUGH
1 FOR X=520 TO 606:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=384 TO 404:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>12565 THEN PRINT "DATA ERROR":END
4 POKE 157,128:SYS 520
10 DATA 032,044,247,160,017,140,064,003
11 DATA 136,140,062,003,032,108,245,169
12 DATA 032,141,233,016,169,061,141,234
13 DATA 016,169,002,141,235,016,162,157
14 DATA 189,158,016,157,158,002,202,208
15 DATA 247,169,166,141,020,003,169,002
16 DATA 141,021,003,208,254,141,013,220
17 DATA 072,169,032,141,240,003,169,082
18 DATA 141,241,003,169,002,141,242,003
19 DATA 104,096,169,093,141,230,248,169
20 DATA 002,141,231,248,096,128,001,169
21 DATA 141,141,124,018,169,001,141,125
22 DATA 018,108,022,000,169,240,141,198
23 DATA 061,076,013,008
```

Meanwhile, over in Action Replay land:

`POKE 14473,96` – Infinite lives

● ***Turtles* help requested by:** Miss S Salisbury, Veemish Jowaheer, Robert Hall, James Pearson, Daniel Overton, Christopher Dibble, Daniel Hodge, John Ketses, Stephen Duggan, Matt Finch, Stephen Leahy, David Farmer, David Klepacz, Linda Godwin, P Roberts, Jonathan Monks, Kenny Ahmed, Alan MacCormack, Daniel Sorrell, Andrew Spencer, Paul Carroll and Remco Komduur.

BACK TO THE FUTURE 2

Mirrorsoft

On each level, simply pause the game and type the following phrases for different effects...

Level 1 – MARTY MCFLY (infinite lives)
Level 2 – MOM, IS THAT YOU (skip level)
Level 3 – TOM LOVES THERESA (infinite lives)
Level 4 – OUTATIME (skip level)
Level 5 – BACK TO THE FUTURE 3 (infinite lives)

● ***Back To The Future 2* help requested by:** Kevin Heywood and Michaela Atherton.

TERMINATOR 2

I use Dentofresh every day to get those bits of flesh out of my fillings.

Ocean/Hit Squad

He's back! Or rather, the listing from *CF*24 is. Type it in, SAVE the little darling for later, then RUN it for infinite energy (on every level).

```
0 REM TERMINATOR 2 CHEAT BY M PUGH
1 FOR X=516 TO 583:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7249 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
10 DATA 032,086,245,169,021,141,249,003
11 DATA 169,002,141,250,003,096,072,077
12 DATA 080,169,034,141,037,004,169,002
13 DATA 141,038,004,076,007,004,169,059
14 DATA 141,132,193,169,002,141,137,193
15 DATA 076,000,192,169,063,133,033,133
16 DATA 034,133,035,189,047,240,096,169
17 DATA 032,141,241,224,169,002,141,243
18 DATA 224,076,000,016
```

● ***T2* help requested by:** Steven Fowler, C Matthews, Michael Henderson, A Meehan, SR Shubotham, J M Ward, Thomas Corbett, Dean Wilson, Andrew Unwin, James Smart, Howard Kelly, Hanif Mayatt, Richard Newman, Gavin Morris, George Oakes, Brian McFarlane, Andrew Paterson, Matthew Martin, Govinder S Bhogal, Paul Canfield, Peter Austin, Tracy Holmes, Ian Smillie, J A Meehan, David Farmer, Alistair Roden and Helen Williams.

SHORT CIRCUIT
ocean
©1986
1986 PSO

A truly appalling movie – it was so cute it made Bambi look like Dawn of the Dead.

SHORT CIRCUIT Hit Squad

Number Five is alive – but not for long if you don't have permanent invincibility. Which is just what this listing gives you.

```
0 REM SHORT CIRCUIT CHEAT BY WAZ
1 FOR X=384 TO 438:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5558 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 384
10 DATA 032,086,245,169,142,141,246,003
11 DATA 169,001,141,247,003,096,169,155
12 DATA 141,117,009,169,001,141,118,009
13 DATA 076,000,008,169,208,141,086,036
14 DATA 169,026,141,087,036,169,000,141
15 DATA 139,042,169,024,141,021,025,169
16 DATA 141,141,161,045,076,013,008
```

● ***Short Circuit* help requested by:** David Plant, Ian Kerr, Andrew O`Neill, Darran Dean, Craig Stewart, Gary Thompson, Tommy Saunders, Craig Stewart, Paul Bayliss, P Mattis, Matthew Bee, Michael Henderson, Tony Sage, Richard Thompson, James Ison, David Whitehead, Timothy Armour-Chelo, Martin McMahon, and Jonathan Thacker.

LAST NIN

SOS

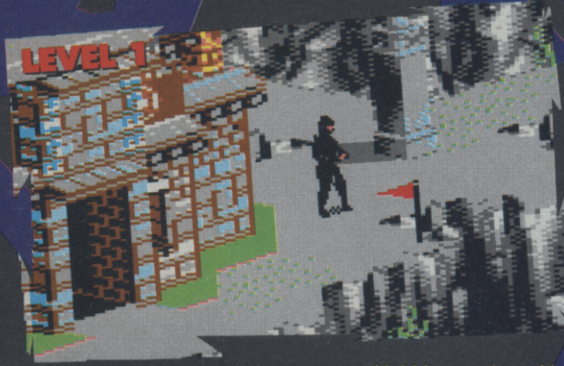
SPECIAL

Can Andy Roberts make it a hat-trick and give you the complete solution to the last Last Ninja? Shuriken! (Sure he can? Shuriken? Geddit? Oh, never mind – Ed)

LEVEL 1: EARTH

The first point to remember is that you don't have to kill any enemies on this level if you don't want to. You might get pinned into a corner, in which case there is no other choice, but in general it is better to avoid conflict and save your lives for later. Right, from the start screen: enter the hut and search around for the LEATHER GLOVE. Take the right-hand path into the next screen, then the right-hand exit. Avoid the shuriken-lobbing enemy and collect the SWORD from the statue. Take the lower-right exit, then *stand* just inside the doorway and collect the much-needed POTION.

Take very bottom exit and collect the ROOFING NAILS from the left-most hut; this combines with the glove to make a CLIMBING GLOVE, needed to ascend the rocks later on. Take the top-most exit on the left, then face the first tree and collect the STICKS. Leave by the top-most exit, then stand in front of the small statue to collect the SHURIKENS. Take the right-hand path, then walk around the back of the hut to the next screen.



Walk into the hanging gardens and collect the CHAIN from the basket on the right; this combines with the sticks to make the NUNCHAKAS (clever, eh?). Take the bottom exit, then walk up to the base of the rock-face holding the glove. It might take a while to find your footing, but once you have, climb up the rocks and go into the next screen. DO NOT go near the boulder (yet), just continue right into the next screen, then pick up the LAMP from the wall.

Go back the way you came, down the rocks, and then go through the gateway into the gunpowder section. Holding the LAMP, *stand* next to the first barrel on the left and use your 'pick up' motion to transform the lamp into a BOMB. This can be tricky, so keep trying. Switch to the glove, then climb up the rocks again and into the boulder screen. Select the BOMB and, facing the boulder, use the 'pick up' motion to blast it into the lower gorge. Go back down the rocks, take the left-hand path into the temple screen, then take the topmost exit. Walk on to the boulder, then face the strange blue thing and collect the SCROLL. Go back the way you came, into the temple screen, then enter the temple with the NUNCHAKAS and SCROLL at the ready. Use the forward jabbing motion with the occasional kick to defeat the Shogun with ease.

DISTRESS SIGNALS

LAST NINJA III HELP REQUESTED BY: Mark Hymers, A. McDonald, Dale Conrad Jones, Michaela Atherton, Matthew Nowers, Marc Sheermohamed, James Bradley, J. Scarlett, Alex Dijkstra, Paddy Clarke, Marc Cobelli, Jonathan Thacker, Nick Stupple, Wayne Pugh, P Hawkins, Ronan Vennard, Michael Wright, Ryan McLoone, James Bradley, Chris Kenny, Stephen Windridge, Robert Cheung and Paddy Clarke.

LEVEL 2: WIND

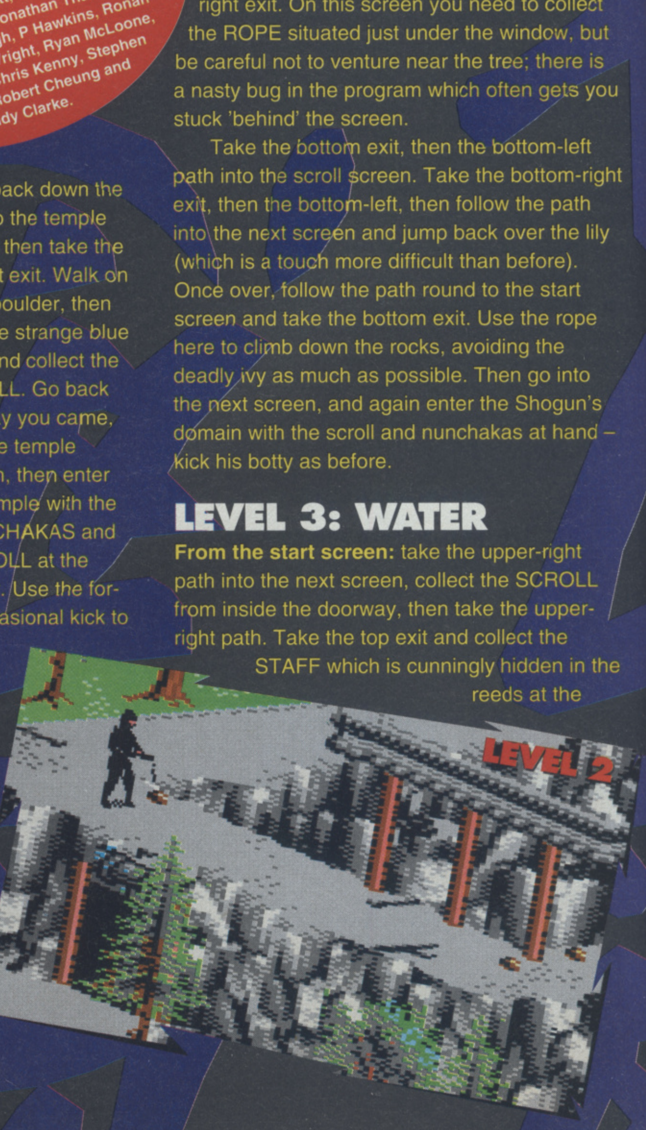
From the start screen: take the top exit into the next screen, then take the left exit into the next. The door at the bottom of the screen leads to the end-of-level Shogun... but not yet. Take the right path, and collect the BELLOWS on the next screen. Before you leave, use your pick-up motion to move the LILLY PAD, as it's useful on the next screen. Take the right path into the waterfall screen, and jump over the river via the floating lily. This is tricky, but can be done simply by pausing for a second when you enter the screen, and then running straight towards the lily.

Continue into the next screen, and collect the POTION from the doorway to replenish your strength. Go right again, and then take the upper-left exit and collect the scroll from the centre of the screen. Take the left-most path, then take the upper-right exit. On this screen you need to collect the ROPE situated just under the window, but be careful not to venture near the tree; there is a nasty bug in the program which often gets you stuck 'behind' the screen.

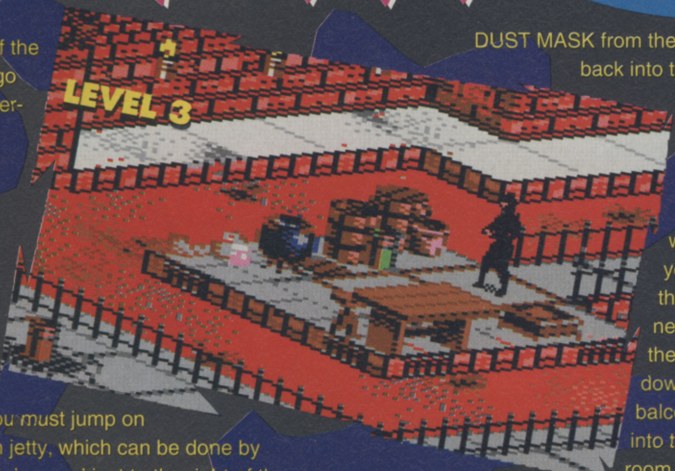
Take the bottom exit, then the bottom-left path into the scroll screen. Take the bottom-right exit, then the bottom-left, then follow the path into the next screen and jump back over the lily (which is a touch more difficult than before). Once over, follow the path round to the start screen and take the bottom exit. Use the rope here to climb down the rocks, avoiding the deadly ivy as much as possible. Then go into the next screen, and again enter the Shogun's domain with the scroll and nunchakas at hand – kick his botty as before.

LEVEL 3: WATER

From the start screen: take the upper-right path into the next screen, collect the SCROLL from inside the doorway, then take the upper-right path. Take the top exit and collect the STAFF which is cunningly hidden in the reeds at the



COMPLETE SOLUTION

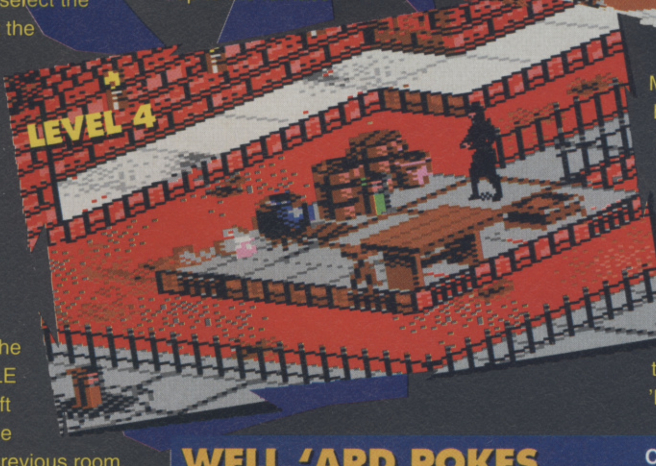


very bottom of the screen. Now go along the upper-left path, then take the top path again, collect the POTION from the vase and take the right-hand exit.

This next bit is tricky; you must jump on to the wooden jetty, which can be done by standing in the 'square' just to the right of the fence corner. Now run straight towards the jetty and jump just before you reach the water (praying also helps too). Now walk CAREFULLY along it into the next screen and pick up the PLUG from the end.

Go back the way you came, jump off the jetty, and take the bottom-right exit. Nip behind the hut (*sounds ominous – Ed*) and collect the GEAR COGS for use as shurikens. Take the upper-right exit, then take the upper-left exit. Now take the bottom-left path into the waterfall screen – the waterfall blocks the exit, and must be stopped in order to complete the level.

Cross over the bridge and go into the next screen. Take the left-hand path, select the plug, then walk up to the drain at the water's edge and use the 'pick up' motion to plug the whirlpool (you will flash when it's been done correctly). Go back the way you came to the waterfall screen, then select the scroll/nunchakas and enter the doorway to face the Shogun.



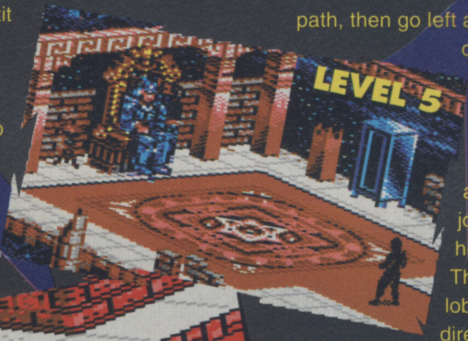
LEVEL 4: FIRE

From the start screen: go into the next room and collect the STAPLE from the forge. Take the lower-left path, collect the POTION from the cauldron, then go back into the previous room. Take the middle-right exit into the lava room and jump across via the central path (DO NOT jump across the blocks). Go into the next room and, holding the staple, climb up the wall and exit along the balcony.

Continue through the next room and into the doorway, then collect the METAL INGOT from the base of the drain pipe. Climb down the left side of the ledge and take the top exit, then walk into the workshop area and pick up the DUST MASK from the bench. Go back into the previous screen, climb up and go through the doorway. Make your way through the next room, then climb down from the balcony and exit into the lava room. Jump across to the middle path, select the mask, and go left into the otherwise lethal dust room. Collect the FLOW AID POWDER from the barrel, take the right exit, jump right back across the lava and exit the room.

Climb up the wall, and follow the path round as before. Climb down the ledge, take the top exit, then take the top-left exit past the workshop. Walk up to the furnace and, standing just behind the nearby line, use the bellows with your 'pick up' action; the furnace should burn brightly (IF you remembered to pick up the bellows on level two, that is).

Take the top exit, collect the SCROLL from the cauldron, then take the top exit again and pick up the KEY MOULD from the barrels. Go down the bottom-left path, then use the key mould in the furnace to make a key. Take the lower-left exit, stand opposite the gate, and use the key to open it. Have your nunchakas and the scroll at the ready, then go down the steps to the Shogun's lair.



LEVEL 5: VOID

By now you should be pretty competent with your nunchakas; if not, practise, because you're not going to survive this level unless you know how to chuck 'em accurately. You DO NOT need full Bushido power to kill the final Shogun, but the more power you have, the easier it will be. From the start screen: take the top-right path, then take the right hand exit. Go along the upper-left path and collect the POTION from the corner of the next screen. Take the left-hand exit, pick up the SCROLL from the corner, then take the left exit again. Take the left path, then go left again into the Shogun's chamber for the final showdown (cue eerie, sombre music).

Stand in the centre of the star, then press Fire and push upwards on the joystick. Keep this move held, and select the scroll. The Shogun should start lobbing shurikens in your direction, which is why you MUST remain crouched forward – the stars will be deflected back at him. After a while he should undergo the first stage of his destruction, but the fight's far from over. Now you must defeat him using only your nunchakas and Bushido... good luck!

After that you can sit back, relax and watch the graphically stunning end sequence (oh go on, you know you deserve it). And if you're a beat-'em-up fan then check out our Ultimate Beat-'Em-Up feature on page 16.

WELL 'ARD POKES

If you own one of those handy Action Replay cartridge-type things, these POKEs will no doubt be a blessing in disguise (*they're not very well disguised – Ed*). Simply freeze the game and enter the required POKE on each level for infinite lives. And don't forget, if you're playing the cassette version you also have an infinite supply of continue plays (thanks to a rather nifty bug in the program).

CASSETTE VERSION

`POKE 28986,165` – **Level 1**
`POKE 29231,165` – **Level 2**
`POKE 28824,165` – **Level 3**
`POKE 29059,165` – **Level 4**
`POKE 29212,165` – **Level 5**

DISK VERSION

`POKE 28962,165` – **Level 1**
`POKE 29207,165` – **Level 2**
`POKE 28800,165` – **Level 3**
`POKE 29035,165` – **Level 4**
`POKE 29192,165` – **Level 5**

CARTOON TIME

WONDERBOY

Activision/Hit Squad

Is it just me or is she cross-eyed?

WONDER BOY
FROM SEGA
ALL RIGHTS RESERVED
PRESENTED BY ACTIVISION
TM AND ©SEGA 1986 ACTIVISION INC AUTHORIZED USER

Don't be fooled by the title of this game – the so-called *Wonderboy* is a bit of a wimp, really. So, to help him along a bit, try this listing POKE for infinite lives and a limitless stock of hammers (without which the game is virtually impossible).

```
0 REM WONDERBOY CHEAT BY M PUGH
1 FOR X=528 TO 562:READY:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3445 THEN PRINT"DATA ERROR":END
3 POKE 157,128:SYS 528
4 DATA 169,029,141,040,003,169,002,141
5 DATA 041,003,032,086,245,169,006,141
6 DATA 206,001,096,072,077,080,169,173
7 DATA 141,116,010,169,174,141,080,010
8 DATA 076,235,002
```

● ***Wonderboy* help requested by:** Philip Banks, David Middleton, Paul Sennett, James Pearson, Anthony McGonnell, Kim Hauglid, Shaun Wonders, Michael O'Sullivan, Stephen McDonald, Thomas Savage, Robert Hickley, Stephen Leahy, C Matthews, Damien Hensey, John Paul Duffy, Michael Moriarty, Tom Rans, Addam Brennan, Andy Downs, Kyle Wilson, David Turner, Melonie Osborne, Andrew Newell and NB Dawson.

MONTY ON THE RUN

Gremlin

You dirty cheatin' rat – er, mole.

MONTY ON THE RUN

For immunity to the various nasties throughout the game, try this cheat: enter I WANT TO CHEAT on the high score table, then start the game and collect the little boat on the second screen. Oh, and you should select the following items as your escape kit; the ROPE, the JETPACK, the PASSPORT, the GAS MASK and the BOTTLE OF RUM.

● ***Monty* help requested by:** Scott Field, PJ Culliton, Kyle Wilson, Melanie Clark, Steve and Victoria Hulford.

TOP CAT **HiTEC**

Many of the people who wrote in for an infinite lives cheat for this game had problems with the listing printed in *CF*9, so here is the corrected version... a mere two years later (*well, that's the British postal system for you – Dave*).

```
0 REM TOP CAT CHEAT BY M PUGH
1 FOR X=522 TO 555:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3795 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 522
4 DATA 032,044,247,032,108,245,169,032
5 DATA 141,093,003,169,002,141,095,003
6 DATA 076,167,002,072,077,080,238,032
7 DATA 208,169,165,141,080,187,141,114
8 DATA 194,096
```

● ***Top Cat* help requested by:** Wayne Armstrong, Graham Wright, Mrs C Warr, John Ramsay, AM Carlisle, Yvone A Simpson, Matthew Tolley, Lee Barlow, Christian Geoghegan, David Scoffin, J Fondacaro, DW Seabury, Gabriel Wright and GE Clarke.

CREATURES

Thalamus

Not content with creating *Creatures 2*, one the best games ever on the C64 (until *Mayhem In Monsterland* arrives, that is), the Apex Boyz were also responsible for one of the hardest – the original *Creatures*. So don't be ashamed to try the following listing for infinite lives, shields and no collision detection.

```
0 REM CREATURES CHEAT BY M PUGH
1 FOR X=520 TO 622:READ Y:C=C+Y:POKE
X,Y:NEXT
 2 IF C<>11989 THEN PRINT
     "DATA ERROR":END
3 INPUT"INFINITE LIVES Y/N";A$:IF A$="Y"
THEN POKE 611,141
4 INPUT"INFINITE SHIELDS Y/N";B$:IF
B$="Y" THEN POKE 614,141
5 INPUT"NO COLLISION Y/N";C$:IF C$="Y"
THEN POKE 617,142
6 POKE 157,128:SYS 520
10 DATA 032,044,247,160,017,140,064,003
11 DATA 136,140,062,003,032,108,245,169
12 DATA 032,141,233,016,169,061,141,234
13 DATA 016,169,002,141,235,016,162,157
14 DATA 189,158,016,157,158,002,202,208
15 DATA 247,169,166,141,020,003,169,002
16 DATA 141,021,003,208,254,141,013,220
17 DATA 072,169,032,141,240,003,169,082
18 DATA 141,241,003,169,002,141,242,003
19 DATA 104,096,169,093,141,215,192,169
20 DATA 002,141,216,192,096,095,002,162
21 DATA 096,169,173,172,039,032,172,167
22 DATA 077,172,056,064,108,022,000
```

...and those essential POKEs for the Action Replay Cart owner:

`POKE 7328,173` – Infinite lives
`POKE 44183,173` – Infinite shields
`POKE 15596,60` – No collision

● ***Creatures* help requested by:** Michael Treagust, P. Fitzgerald, E. North, Gary Halliday, Jonathan Price, P Jones, R. J Foster, Leroy Kirby, Carl Gannon, Robbie Daly, Richard Murray, R. Richards, Christina Hancox, Scott Barron, Debbie Coggles, Liam O'Hara, Shaun Watson, David Hadley, Adrian Cardy and Tony Lockwood.

RODLAND **Storm**

There's a very simple cheat mode for this sickly sweet platformer. When you collect the last letter from the word 'EXTRA', hold down the Fire button – you can now skip through any of the levels, leaving only the guardians to be tackled.

● ***Rodland* help requested by:** Thomas Aldis, Mark Whelan, DJ Gurr, David Latta Alex Maund, David Cobbin, James Hunt, Alistair Wilson, and P Oswell.

STEG THE SLUG

CodeMasters

Prepare to slug it out.

If all the passwords for this entertaining little feed-'em-up aren't enough, try entering POSH MOTOR as a password to activate the cheat mode (F1 can then be used to skip levels).

LEVEL 2 – RDNUHCCMGU
LEVEL 3 – EDOUTIOCKO
LEVEL 4 – HDPFUVLCCM
LEVEL 5 – ODQMFUVLIC
LEVEL 6 – MEBHETPIAG
LEVEL 7 – LECGODTRHK
LEVEL 8 – NEDGFLDVRL
LEVEL 9 – OEFVHAGHLV
LEVEL 10 – PEGTTHIGLD

● ***Steg The Slug* help requested by:** Rachel Potter, Robert McGackin and Grant McMaster.

Did someone mention stereotypes? Never!

ANDY CAPP
MIRROR Soft

ANDY CAPP

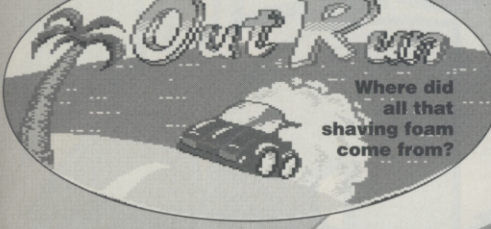
Alternative

If only this listing worked in real life... infinite kisses, infinite alcohol and infinite money...

```
0 REM ANDY CAPP CHEAT BY WAZ
1 FOR X=528 TO 572:READ Y:C=C+Y:POKE
X,Y:NEXT
 2 IF C<>5024 THEN PRINT "DATA ERROR":END
  3 INPUT "INFINITE KISSES Y/N";A$:IF
 A$="N" THEN POKE 556,206
 4 INPUT "INFINITE ALCOHOL Y/N";B$:IF
          B$="N" THEN POKE
             561,206
5 INPUT "INFINITE MONEY Y/N";C$:IF C$="N"
THEN POKE 566,206
6 POKE 157,128:SYS 528
10 DATA 169,029,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,011,141
12 DATA 206,001,169,034,141,207,001,096
13 DATA 087,065,090,169,173,141,004,174
14 DATA 169,173,141,030,173,169,173,141
15 DATA 185,177,076,235,002
```

● ***Andy Capp* help requested by:** Andreas Pavlou, Stephen Harding, Dean Luxton, Scott Gibson, Gary Thompson, John Ramsay, Gavin Black, and Dominic Wright.

THE NEED FOR SPEED



Where did all that shaving foam come from?

OUT RUN US Gold/Kixx

Let's face it, this game is hideously unplayable – it's hard enough to out run a snail, let alone a sports car. As luck would have it, here's a listing for infinite time and invincibility. Uncanny.

```
0 REM OUTRUN CHEAT BY M PUGH
1 FOR X=525 TO 557:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3583 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE TIME Y/N";A$:IF A$="Y"
THEN POKE 549,141
4 INPUT "INVINCIBILITY Y/N";B$:IF B$="Y"
THEN POKE 554,141
5 POKE 157,128:SYS 525
10 DATA 032,086,245,169,024,141,086,009
11 DATA 169,078,141,088,009,076,016,008
12 DATA 072,077,080,238,032,208,169,173
13 DATA 173,126,135,169,096,173,017,172
14 DATA 096
```

Action Replay owners can also give these a go:

`POKE 34686,173` – Infinite time

`POKE 44049,96` – Invincibility

● ***Out Run*** **help requested by:** Andrew Peel, O Grati, Chris Bell, Simon Musson, Robert Hickley, Antony Proctor, J Dodd, M Edmondson, S Humphries, A Docey and Andrew Downes.

TURBO OUT RUN US Gold/Kixx

Probably the best game in the *Out Run* trilogy, but the action gets dead difficult dead quickly. Fear not! Here's a splendid listing for infinite time, infinite credits and unlimited turbo use.

```
0 REM TURBO CHEAT BY M PUGH
1 FOR X=525 TO 562:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=396 TO 465:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>11328 THEN PRINT "DATA ERROR":END
4 POKE 157,128:POKE 464,53:SYS 525
10 DATA 032,086,245,169,024,141,086,009
11 DATA 169,078,141,088,009,076,016,008
12 DATA 072,077,080,238,032,208,169,032
13 DATA 141,045,194,169,140,141,046,194
14 DATA 169,001,141,047,194,096,169,154
15 DATA 141,050,004,169,001,141,051,004
16 DATA 238,032,208,096,169,003,141,223
17 DATA 255,032,146,004,162,009,160,000
18 DATA 173,163,062,201,054,240,030,048
19 DATA 021,173,163,062,201,173,240,007
20 DATA 142,057,063,140,028,053,096,142
21 DATA 078,063,140,049,053,096,142,028
22 DATA 063,140,255,052,096,142,054,063
23 DATA 140,028,053,096
```

● ***Turbo*** **help requested by:** S Lee, O Grati, Sean Treacy, Neil Woodhouse, Evan McFeeters, Clark Wilson, Jared & Robert Madden, Alan & Paul, Billy Davies, David Proudock and J Monks.

OUT RUN EUROPA

US Gold

Cruising across Europe at breakneck speeds – there's nothing quite like it. If you fancy infinite time and credits on all levels, plus infinite boosts and ammo for the first couple of levels, try this smart listing.

We finally got the soap stains out.

```
0 REM EUROPA CHEAT BY M PUGH
1 FOR X=565 TO 618:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>6016 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 565
10 DATA 032,086,245,169,070,141,227,002
11 DATA 169,002,141,228,002,096,072,077
12 DATA 080,169,032,141,023,189,169,088
13 DATA 141,024,189,169,002,141,025,189
14 DATA 076,002,188,141,000,221,160,165
15 DATA 140,081,021,140,193,020,140,150
16 DATA 106,200,140,067,039,096
```

And here are those Action Replay POKEs you've all been waiting for (well, all of you with Action Replay cartridges, anyway):

`POKE 54579,165` – Infinite credits

`POKE 53139,165` – Infinite time

`POKE 27286,165` – Infinite boosts

`POKE 10051,166` – Infinite ammo

● ***Out Run Europa*** **help requested by:** Steven McQueen, Mark Osborne, Colin Sharrock, James Denuir, Thomas Flynn, Michael Zwitser, C A Lewis, Dr Do Nothing, Matthew Chandler, Nicholas Power, Christopher Jones, Carl Gannon, Benjamin St John, Suzanne Boyle, Colin Hales and Warren Anderson.

CHASE HQ Ocean/Hit Squad

TAITO
CHASE H.Q.
ocean

Beat those parking blues.

For infinite turbos on this gaudy *Starsky and Hutch* simulator, type in the following listing, SAVE it for future use then RUN the blighter.

```
0 REM CHASE HQ CHEAT BY WAZ
1 FOR X=384 TO 417:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3556 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,032,141,084,003
5 DATA 169,147,141,085,003,169,001,141
6 DATA 086,003,096,072,032,156,001,104
7 DATA 206,032,208,096,169,173,141,094
8 DATA 143,096
```

Action Replay-type stuff:

`POKE 61247,0` – Infinite time

`POKE 36702,173` – Infinite turbos

● ***Chase HQ*** **help requested by:** Garry Crawford, O Grati, Jabed Hussain, William English, Simon Musson, Jimmy Levene, Allen Tamabadlbo, David Fitzpatrick,Simon Brown, Matt Finch, Larry Lamb, James Burgoine, Terry Watts, Chris Ibbitson, Benny & Bjorn T`Jaeckx, P Drummond and Adam Smith.

POWERDRIFT

Activision/Hit Squad

Here's a superb Martin Pugh listing POKE which should help even the most hopeless racing drivers succeed - it lets you qualify every single time.

```
0 REM POWERDRIFT CHEAT BY M PUGH
1 FOR X=537 TO 602:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7500 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 537
10 DATA 032,044,247,056,169,018,141,177
11 DATA 003,169,048,141,178,003,169,106
12 DATA 141,179,003,032,108,245,072,077
13 DATA 080,169,032,141,228,009,169,069
14 DATA 141,229,009,169,002,141,230,009
15 DATA 032,191,003,096,141,032,208,072
16 DATA 169,191,141,178,003,169,003,141
17 DATA 179,003,169,173,141,221,025,104
18 DATA 096,234
```

● ***Powerdrift*** **help requested by:** Chris Bell, Simon Musson, Matthew Edmondson, Aiden Higgins, and J A Meehan.

SUPER OFF ROAD

Virgin/Tronix

OFF ROAD
CRAFTGOLD ©1990

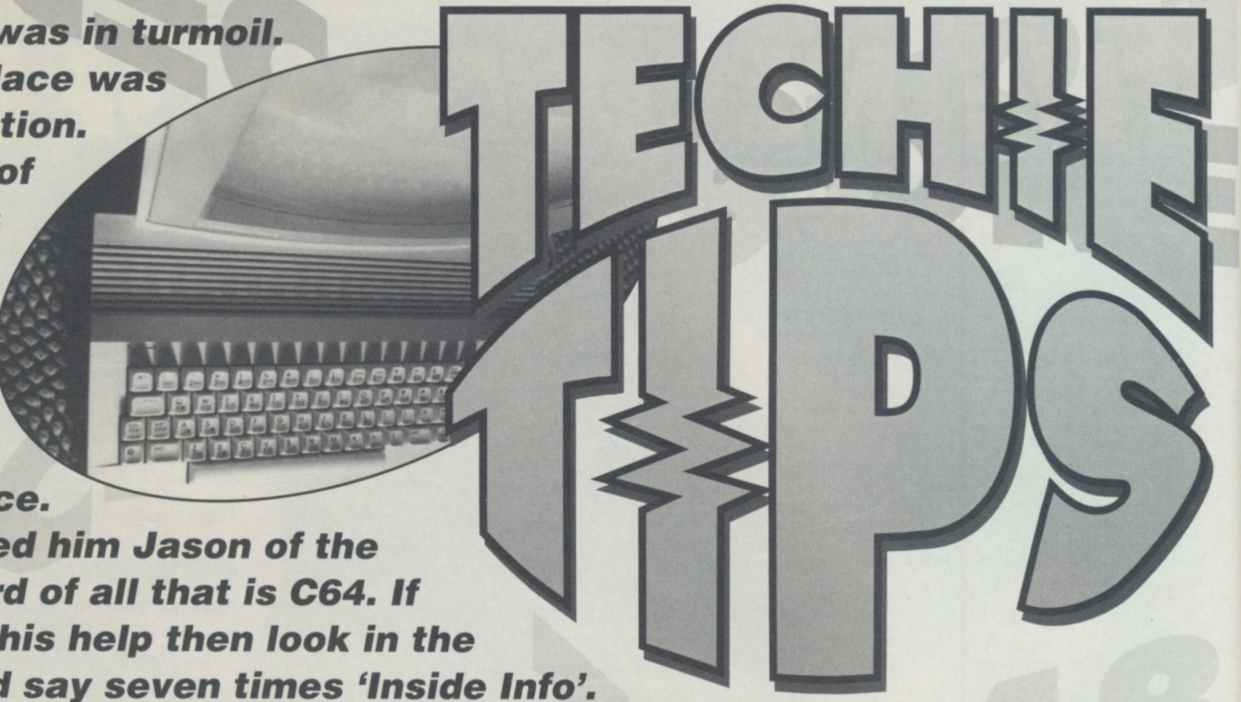
I've got a blister! Ow!

This game represents the most fun you can have on the road... er... without actually being on a road.

It's a little tricky, though, so what better than infinite lives and credits? Sharon Stone in a… (*Snip! – Ed*).

```
0 REM OFF ROAD CHEAT BY M PUGH
1 FOR X=271 TO 318:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5364 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 271
4 DATA 032,086,245,169,032,141,226,003
5 DATA 169,001,141,228,003,096,072,077
6 DATA 080,169,032,141,023,202,169,051
7 DATA 141,024,202,169,001,141,025,202
8 DATA 206,032,208,096,169,000,141,088
9 DATA 065,141,106,110,173,032,208,096
```

● ***Super Off Road*** **help requested by:** Mark Payne, Adam Spurling, Derek Fitzsimons, Andrew Davids, Paul Swift, Daniel & Darren Merry, Glen Gillespe, Marc Sheermohamed, Allan Price and Ted Pearce.



The land was in turmoil. The populace was in commotion. From out of the chaos came a man who could restore the balance. They called him Jason of the Finch, Lord of all that is C64. If you need his help then look in the mirror and say seven times 'Inside Info'. Either that or you could write to Techie Tips, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

INSTANT PICCIE

Dear Techie Tips,
If you load up a piccie drawn with the *OCP Advanced Art Studio*, it displays it in bits and takes ages about doing it! Can it be made to bring up the picture instantly?
James Buchanan, Kent.

As instant as you'd get in its time.

If you're talking about when *OCP* loads one of your masterpieces, then no, there isn't really an easy way of getting it to happen quicker. If you're asking if I can provide a quicker replacement for the Basic picture display thing, then yes I can. Type in and run the following machine code loader then load the *OCP* picture that you want to display and enter `SYS 49152` **for fast results:**

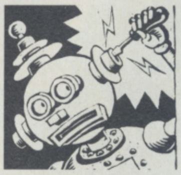
```
0 REM INSTANT OCP BY
J.FINCH
1 FOR X=49152 TO 49237:READ Y:C=C+Y:POKE
X,Y:NEXT X
2 IF C<>10453 THEN PRINT "DATA
ERROR":END
3 PRINT "SYS 49152 DISPLAYS A LOADED
PICTURE"
4 :
10 DATA 162,000,189,064,063,157,000,004
11 DATA 189,064,064,157,000,005,189,064
12 DATA 065,157,000,006,189,040,066,157
13 DATA 232,006,189,056,067,157,000,216
14 DATA 189,056,068,157,000,217,189,056
15 DATA 069,157,000,218,189,032,070,157
16 DATA 232,218,232,208,205,173,232,195
17 DATA 174,233,195,141,032,208,142,033
18 DATA 208,169,063,141,000,221,169,028
19 DATA 162,059,160,216,141,024,208,142
20 DATA 017,208,140,022,208,096
```

BOUNCE BACK

Dear Techie Tips,
1 In Assembly language listing thingies, when I enter the bits like `LDA RANDBYTE` into my Action Replay cartridge all I get is a question mark. The same happens when I enter them into an assembler called *Psymon* that I got with the deceased *CDU* magazine. Haylp!
2 Is there a way that you can show all the CHR$ codes with their numbers, through Basic, that would work on the C64 and an Amstrad word processor.
3 I have enclosed a program that uses strings to bounce text from side to side.
Paul Cardno, Merseyside.

1 The problem with *Psymon* is that it is a monitor and the problem with monitors is that they don't like you saying things like `LDA RANDBYTE`**. You have to find out the actual memory location that corresponds to the label RANDBYTE and replace it so that it says something like** `LDA $C280`**, for example.**
2 I'm not entirely sure what you mean so I'll just say no there isn't.
3 Thanks very much:

```
100 REM TEXT BOUNCER BY P.CARDNO
110 PRINT CHR$(147);CHR$(5);
120 POKE 53280,0:POKE 53281,0
130 A$="COMMODORE FORMAT IS THE BEST
MAG!"
140 FOR X=0 TO LEN(A$)
150 PRINT RIGHT$(A$,X)
160 PRINT CHR$(145);
170 FOR T=1 TO 20:NEXT T
180 NEXT X
190 FOR X=LEN(A$) TO 0 STEP -1
200 PRINT RIGHT$(A$,X);CHR$(32)
210 PRINT CHR$(145);
220 FOR T=1 TO 20:NEXT T
230 NEXT X
240 GOTO 140
```



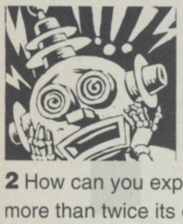
WHAT A DUMP

Dear Techie Tips,
I have written a really simple drawing program that uses only two colours on a high resolution bitmapped screen. I want to put in an option to dump the designs that are created to a printer. Do you have a Basic program that will print out a bitmapped screen to my MPS801 printer and also a routine that checks to see if the printer is switched on before doing it?
Dave Wilkinson, Sheffield.

First of all, to check if the printer is on, do `OPEN 4,4:POKE 154,4:SYS 65490:POKE 154,3:CLOSE 4` **and then check the value of the variable ST. It will be 0 if the printer is on, -128 if otherwise. So** `IF ST<>0 THEN PRINT "PRINTER ERROR"`**. The following program will print out a bitmapped screen VERY slowly because it is in Basic, but at least it works. That is, it works on an MPS801 – other printers may not find it to their liking.**

```
100 MAP=8192:REM ADDRESS OF BITMAP
110 OPEN 4,4
120 FOR N=0 TO 7:B(N)=2^N:NEXT N
```

```
130 FOR X=0 TO 319 STEP 7
140 P$=""
150 FOR Y=199 TO 0 STEP -1:V=0
160 FOR BIT=0 TO 6
170 XA=X+BIT:XB=XA AND 7
180 IF BIT AND XB THEN 200
190 BYTE=MAP+(Y AND 248)*40+(XA AND
504)+(Y AND 7)
200 V=V+B(BIT)*SGN(PEEK(BYTE)AND B(7-
XB))
210 NEXT BIT
220 P$=P$+CHR$(V+128)
230 NEXT Y
240 PRINT#4,CHR$(8);P$
250 NEXT X
260 CLOSE 4
```



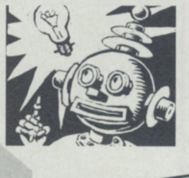
VICIOUS CIRCLES

Dear Techie Tips,
1 How do you make a sprite move in a circle?
2 How can you expand a sprite to make it more than twice its original size?
T Tair, Tinsley.

It sounds like you could do with checking out our Do The Sprite Thing features that were in issues 33 and 34 (*you can order back issue on page 55 – Dave*). But to answer your specific queries:
1 To make anything go in a circle you have to use the maths functions COS and SIN. These are so slow in Basic that your sprite would move slower than a hedgehog in a South American swamp (and don't ask how it got there – it's a metaphor, okay?). Therefore, the following program sets up a table of values in lines 110-170 so that the movement is pretty quick later on. By fiddling about with the RADIUS value and the offsets of 170 and 140 in lines 140 and 150 (oooh, that's confusing, isn't it) you can change the circular path.

```
100 REM CIRCULAR SPRITE BY J.FINCH
110 DIM X%(90),Y%(90)
120 RADIUS=40:PI=3.14159:C=0
130 FOR N=0 TO 2*PI STEP PI/45
140 X%(C)=170+SIN(N)*RADIUS
150 Y%(C)=140+COS(N)*RADIUS
160 C=C+1
170 NEXT N
180 :
190 FOR X=0 TO 62:POKE
832+X,255:NEXT X
200 POKE 53264,0:POKE 53287,1
210 POKE 2040,13:POKE 53269,1
220 PRINT CHR$(147)
230 :
240 FOR N=0 TO 90
    250 POKE 53248,X%(N):REM HORIZONTAL
                              POSITION
260 POKE 53249,Y%(N):REM VERTICAL POSITION
270 NEXT N
280 GOTO 240
```

2 To expand sprites to more than twice their original size is impossible. Instead, you should make up, say, four sprites and then position them so that their edges touch. In this way you end up with what appears to be one huge sprite.

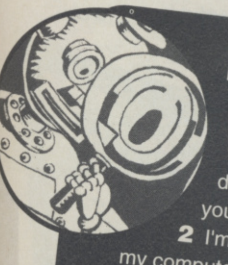


BARRED

Dear Techie Tips,
I am an avid reader of your section and I thought it was about time I contributed something. In *CF*25, you gave a listing called *Behind Bars* which created a menu in which you could select something by moving a highlight bar over it. Well, I've come up with something very similar (although simpler) which uses Extended Background Colour Mode (EBCM, discussed in *CF*30) to make the bar behind your choice flash through a sequence of colours. When the menu comes up, use F1 to move the bar up and F7 to move it down. The RETURN key registers your choice.

A highlighted menu.

```
5 REM EBCM MENU BY G.WELLS
10 CHOICES=5:COLOURS=8:DIM
CHOICE$(CHOICES),COLOUR(COLOURS)
15 :
20 DATA "CHOICE 1","CHOICE
2","CHOICE 3","CHOICE 4","CHOICE 5"
30 DATA 00,06,14,03,01,03,14,06
35 :
40 FOR A=1 TO CHOICES
50 READ CHOICE$(A)
60 NEXT A
70 FOR A=1 TO COLOUR
80 READ COLOUR(A)
90 NEXT A
95 :
100 POKE 53280,0:POKE 53281,0
110 POKE 53272,21:POKE 646,15
120 POKE 53265,PEEK(53265) OR 64
130 PRINT CHR$(147);:X=1
135 :
140 PRINT CHR$(19);
150 IF X>CHOICES THEN X=CHOICES
160 IF X<1 THEN X=1
170 FOR A=1 TO CHOICES
180 PRINT CHR$(17);CHR$(17);
190 IF A=X THEN PRINT CHR$(18);
200 S=INT((40-LEN(CHOICE$(A)))/2)
210 PRINT SPC(S);CHOICE$(A)
220 NEXT A
```



PERMANENT FIXTURES

Dear Techie Tips,
1 Your section is brilliant; why doesn't the Ed get rid of TMB so you can expand your section?
2 I'm experiencing a problem with my computer. I opened it up to look at the power light to fix it. Once done, I put everything back together but the display went suddenly blank. I thought something might have fused, but I checked my C64 over and over again and I couldn't find the problem. When I switch the computer on, the power light shows but there's no display. Please help.
3 I'm using your *Creatures 2* effect in a program I'm writing but I can't seem to get rid of the coloured bar when the title screen ends. I try to clear the whole screen with a `PRINT CHR$ (147)` but the bar just stays there. Do you have a small program to get rid of it?
4 Put loads of utilities on the Power Packs.
5 I am writing a program which needs on-screen instructions. I am trying to put a permanent four lines of writing at the top of the screen so that when the main screen scrolls, it goes under them. Can you give me a program for it?
Oisin Billings, Belfast.

1 Well it's a great idea… (*I think not! – TMB*)
2 This could well be to do with the fuse in the power supply, and not in the computer. You probably won't have been able to check the fuse in there. Try to find a friend who is willing to lend you his power pack and connect your computer to that. If that doesn't work you'll just have to get professional help.
3 There is a short proggie that will get rid of it, but I suggest you give `SYS 65409` a try because it's even shorter. It basically has the same effect as the RUN/STOP and RESTORE combination, but it allows your own program to carry on afterwards.
4 Erm, you'll have to go begging to Trent on that one. (*We're looking into it… and no, that's not a bit of politicalese just to fob you off, we really are – Ed.*)
5 Add this machine code loader and then do `SYS 49152` when the four lines of instructions are in their place at the top. This will fix whatever happens to be on the top four lines until you do a `SYS 49202`. The routine uses simple interrupts to reprint the four lines 50 times a second so you may find that they flicker a bit when the whole screen scrolls.

```
0 REM CONSTANT TOP BIT
1 FOR X=49152 TO 49217:READ Y:C=C+Y:POKE
X,Y:NEXT X
2 IF C<>9273 THEN PRINT "DATA ERROR":END
3 PRINT "ON:  SYS 49152"
4 PRINT "OFF: SYS 49202"
5 :
10 DATA 162,160,189,255,003,157,066,192
11 DATA 189,255,215,157,226,192,202,208
12 DATA 241,120,169,030,141,020,003,169
13 DATA 192,141,021,003,088,096,162,160
14 DATA 189,066,192,157,255,003,189,226
15 DATA 192,157,255,215,202,208,241,076
16 DATA 049,234,120,169,049,141,020,003
17 DATA 169,234,141,021,003,088,032,068
18 DATA 229,096
```

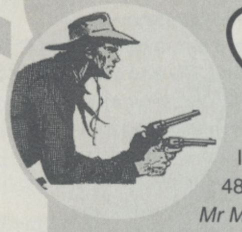
```
225 :
230 A=1
240 GET A$:POKE 53283,COLOUR(A)
250 IF A$=CHR$(133) THEN X=X-1:GOTO
140
260 IF A$=CHR$(136) THEN X=X+1:GOTO
140
270 IF A$=CHR$(13) THEN 310
280 FOR Z=1 TO 20:NEXT Z
290 A=A+1:IF A>COLOURS THEN A=1
300 GOTO 240
305 :
310 POKE 53265,PEEK(53265) AND 191
320 PRINT CHR$(147)
330 PRINT "YOUR CHOICE:";X
340 REM <REST OF PROGRAM>
```

Glen Wells, Liverpool.

Ah, I'm touched (*we knew that – Ed*) – people do actually listen to what I say in Techie Tips. Ta very much for the listing. The DATA in line 20 should be changed to suit, and the colour DATA in line 30 can be changed as well to provide different colours, so long as the values of CHOICES and COLOURS are changed in line 10 to whatever's appropriate. Alternative colour combinations are:

```
30 DATA 00,11,12,15,01,15,12,11
30 DATA 00,09,08,02,10,07,01,
07,10,02,08,09:REM SET
COLOURS=12
30 DATA 00,05,07,13,01,13,07,05
```

QUICK SHOTS



● Could you tell me where I can get hold of an IEEE 488 interface cartridge?
Mr May, Barrow-in-Furness.

Meedmore Distribution Ltd, 28 Farriers Way, Netherton, Merseyside L30 4XL
☎ 051 521 2202.

● Which disk drive would you recommend, and is there a company which sells quality second-hand hardware?
Chris Wilson, Blyth.

The best 5.25-inch disk drive to get for a C64 is the 1541-II available from Datel Electronics. There could well be a company somewhere in the omniverse that sells quality second-hand hardware but I don't know of any in particular.

● How old are you and how much money do you make in a month?
Mark Wadham, St.Austell.

Too old and too little.

● What is the ^ symbol on lines 31 and 35 of the *Cyberdyne Simulation* program you gave? Is it an up arrow? And I keep getting an OUT OF DATA error on line 17.
Steve Hulston, Cheshire.

The ^ symbol is indeed the 'arrow up' key on the keyboard. It stands for 'to the power of', for the mathematically minded. The OUT OF DATA error will be due to the fact that you have missed out a number, or added an extra comma, in the DATA statements later in the program. Line 17 is simply the line that is getting confused because of the error later on in the program.

MUSIC TO MY EARS

Dear Techie Tips,

1 When me and my friends are programming on the Archimedes, we put on some music in the background. This is very relaxing because, as you know, sometimes programming can get extremely frustrating. Can you do the same on the C64?

2 How much better is a C128 than a C64 and has it the same layout as an Amiga?

3 Why doesn't the memory saving program which was in issue 29 work ?

Shaun Underwood, Taunton.

1 Erm, well, yes. I can't see that using a C64 instead of an Archimedes stops you from reaching around, pressing the POWER button on your CD player/stereo/radio/whatever and then hitting PLAY. Sticking a CD/tape/record in the relevant machine also helps. Seriously, though, it is possible to have the C64 playing music while you program; you have to find an interrupt-driven piece and just start it off. I can't explain how to do that because most pieces are either in different areas of memory or they are started differently.

2 The C128 is basically three computers in one: a C128, a C64 and a thing that allows you to do CP/M or something. Programs written in Basic have a tendency to plod along even slower than on the C64 even though the C128 has twice as much memory. The C128 has an 80-column screen built-in which is dead useful in some circumstances but there is very little software available for it. It has nowhere near the same layout as an Amiga and cannot really be compared with one at all. The C128 is still an 8-bit machine at heart.

3 If you mean the one with the FOR…NEXT loop in it, it's not meant to work; it just shows you how to go about making loops do what they should do. I assume you haven't typed in line 50 exactly as it was shown. If you don't mean the one with the FOR…NEXT loops then I don't know because I haven't got a clue as to which program you're talking about.

And with that I run out of space for this month. What a shame. And I had so many other letters to… (*watch it, mate your pushing your luck – TMB*).

INFORMATION BANK

Just a short one this month, but as full of goodness and protien as always. If you've been wondering how to 'rough' scroll the screen quickly and efficiently in Basic, try out the routine below. Merely by entering `PRINT SC$` will scroll part or all of the screen left by one character block. Change the values of GAP and BLOCK to vary the amount that is scrolled.

```
1 SC$=CHR$(19):GAP=5:BLOCK=15
2 IF GAP=0 THEN 4
3 FOR X=1 TO GAP:SC$=SC$+CHR$(17):
NEXT X
4 FOR X=1 TO BLOCK:SC$=SC$+CHR$(32)
+CHR$(20)+CHR$(17):NEXT X
5 :
10 REM PUT SOME RANDOM LETTERS ON THE
SCREEN
20 PRINT CHR$(147);
30 FOR Y=1 TO 24:FOR X=1 TO 39
40 PRINT CHR$(RND(1)*26+65);
50 NEXT X:PRINT:NEXT Y
60 :
70 REM DO THE SCROLLING
80 FOR N=1 TO 40:PRINT SC$
90 FOR T=1 TO 25:NEXT T,N
```

IT'S A FAIR COP

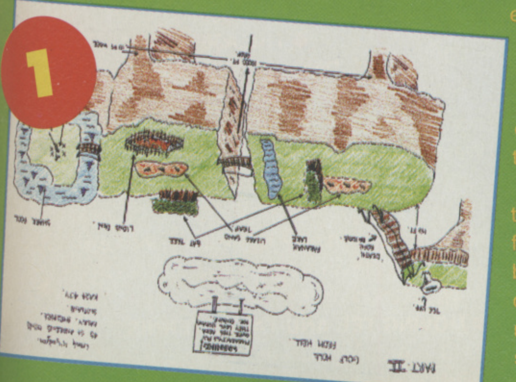
Okay, we own up. Well actually, it was one of those quirks of desktop publishing (we always blame everything on them if we can). In the Expanded Sprites box in last month's Do The Sprite Thing feature every time there is a ≠ it should actually be a ↑. It's the same key on our keyboards, y'see, but a different font. (*Excellently wriggled out of – Ed.*)

SCHWING LOW WINNERS

We were so wowed by Nick Faldo's Championship Golf that we ran run a compo to celebrate its release. Up for grabs was a set of clubs supplied by Grandslam. All you had to do was answer a few questions and then design the ultimate unplayable golf hole, a hole that even Nick Faldo (on a good day and wearing his lucky socks) wouldn't have had a hope of playing in par. The response was brilliant. Trenton takes us on this PGA Tour of Terror...

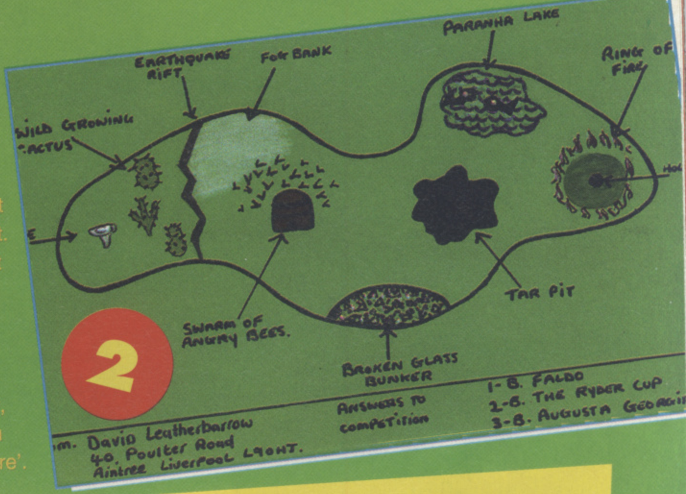
1 **Craig McGuigan, Dalry.**
You tee off 150 foot above the fairway and then traverse a wibbly, wobbly 'death' rope bridge. Playing the next shot, beware of the lizard-infested sand trap and the curious 'bat trees'. Playing a shot over the piranha lake and the 10,000-foot chasm, but staying short of the lion's den, is tough but feasible. From here the hole's a piece of cake. You just have to hit over the shark-infested moat. Ah, but do be careful on the green – some cheeky little scamp has planted anti-personnel mines!

What a horrible concept -- a Country and Western song as a hazard!



2 **David Leatherbarrow, Aintree.** This looks an easy hole – which doesn't rely on distance for difficulty – but proves to be a right little devil to play. The first hazard is the wild cacti. These are easily-lobbed, but they do disguise an earthquake rift.

Having cleared the rift it's best to stick to the left-hand side of the fairway – avoiding the killer bees, broken glass bunker and the very dodgy tar-pit. The piranha lake is more of a distraction than a threat, set purely to trip you up whilst you approach the 'Ring Of Fire'.


PARANHA LAKE
RING OF FIRE
EARTHQUAKE RIFT
FOR BANK
WILD GROWING CACTUS
TAR PIT
SWARM OF ANGRY BEES.
BROKEN GLASS BUNKER
ANSWERS TO COMPETITION
1- B. FALDO
2-B. THE RYDER CUP
3-B. AUGUSTA GEORGI
m. David Leatherbarrow
40. Poulter Road
Aintree Liverpool L9 0HT.

AND AT THE TOP OF LEADERBOARD IS...

Or, in other words, this is who won…

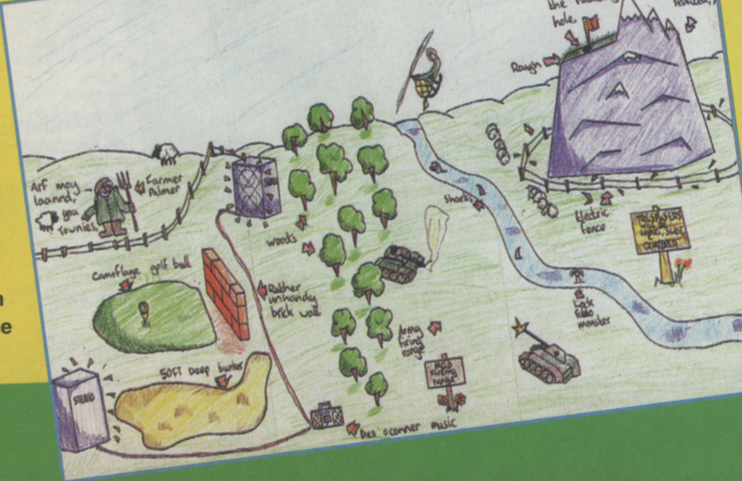
Derren Heath, Fishguard.

This is totally evil. Hannibal Lecter could have designed this course (if they'd let him have sharp pencils and he wasn't in a straight jacket...)

The first problem comes in addressing the ball. It's camouflaged green, you see, just like the tee. Then, Derren has cunningly placed a number of distractions right near the start – figuring that if you go wrong here, it's game over (man). The first priority is to chip over the brick wall which is, 'rather unhandy'. To pile the pressure on there's also Des O'Connor music blaring from a ghetto blaster. The nightmare continues as you also get an ear-bashing from the world's least helpful landowner, Farmer Palmer. His dulcet tones can be heard to cry, "Arf my land, you townees," despite the fact he sold up lock, stock and barrel to the golf club 15 years ago.

Once past the initial hurdles, the fairway is littered with trees. A fairly 'safe' hazard one might think, until you hear the roar of a Challenger tank's engine and the thump of its main gun. Congrats, golf folks, you've just wandered on to a NATO firing range! Artillery then rains down and helicopters strafe you until you play the ball over the river and into relative safety.

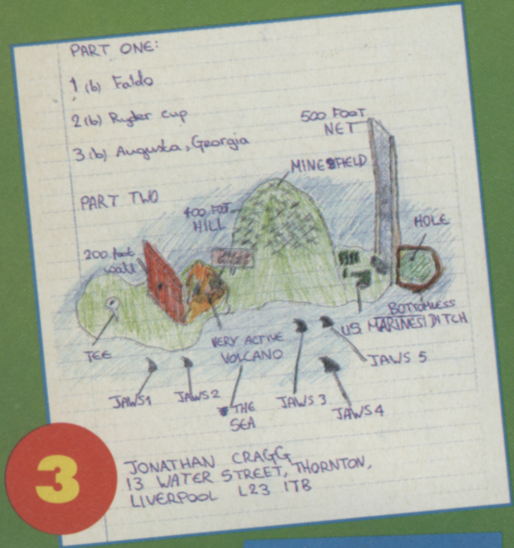
The river isn't that easy to cross, as it's got sharks and the Lock Faldo Monster roaming the waters, and, erm, no bridge. Make it through and you're on the home straight. There's just a few meters of razor wire and an electrified fence to go before you can begin to play the ball up the mountain (in case you hadn't noticed) and into a burning hole. Simple. It's a Par five but would probably take you 23 strokes and a few minor injuries to complete.


And finaly the flameing hole.
Mountain (if you havent realized.)
Rough
Arf myy laand, you townies.
Farmer Palmer
woods
Camoflage golf ball
Rather unhandy brick wall
Sharks
Electric fence
Lock Faldo monster
Army firing range
50FT Deep bunker
STEREO
Des oconner music

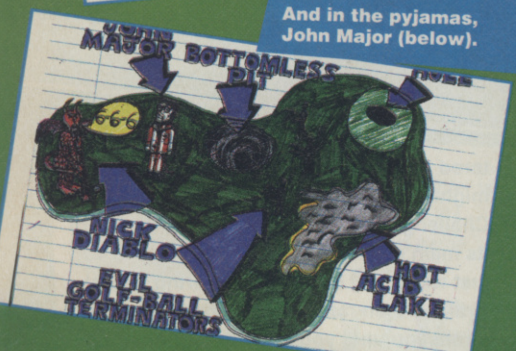
3 Jonathan Cragg, Thornton.

A fairly simple hole in theory, this is a real toughie in practice. First, players have to be wary of the water around the island – it contains the superstar shark family Jaws, numbers one through five (in fact, sharks were amongst the most popular obstacles mentioned in your entries).

From the tee you have to loft the ball over a 200-foot wall and control the spin so that it lands clear of the very active volcano on the far side. This is followed by a long approach shot over a 400-foot hill (which, incidentally, is covered in mines of the 'land' rather than 'open-cast' variety). From here on the going's easy… ish. All you have to do is play past the entire US Marine Corps and through a 500-foot net, then avoid the bottomless ditch around the periphery of the green.


PART ONE:
1 (b) Faldo
2 (b) Ryder cup
3 (b) Augusta, Georgia
PART TWO
500 FOOT NET
MINESFIELD
400 FOOT HILL
HOLE
200 foot wall
BOTTOMLESS DITCH
US MARINES
TEE
VERY ACTIVE VOLCANO
JAWS 5
JAWS1
JAWS 2
THE SEA
JAWS 3
JAWS 4
3
JONATHAN CRAGG
13 WATER STREET, THORNTON,
LIVERPOOL L23 1TB

And in the pyjamas, John Major (below).


JOHN MAJOR
BOTTOMLESS PIT
HOLE
6-6-6
NICK DIABLO
EVIL GOLF-BALL TERMINATORS
HOT ACID LAKE

THAT'S CRUEL THAT IS!

Some of the nastier golfing hazards you came up with:

● **VINNY JONES – Callum Chan, Ayr.** Now that's just plain unpleasant. Meeting soccer's hard man whilst equipped with a golf club might give you a little better chance of escaping alive, but escaping under par? I don't think so!

Avoid Vinny, he'll grab your balls.

● **BLACK HOLE – Craig Kendall, Greenock.** This could either be a collapsed star-type thing or the Disney movie. The former would be hard to beat as it sucks everything including light and golf balls into its heart. The latter? Well anything that bad is bound to be off-putting. (Off 'putting' – geddit?)

The Black 18th Hole.

● **TEE – Grahame Todd, Larne.** "Knee deep, piping hot, black and no sugar". No, I must admit, I didn't get this gag first time around, either.

● **GOLF BALL MOUNTAIN – David Graham, Cregboy.** A huge pile of old balls. One shot into there and you'll never find yours.

● **WIDE SCREEN TV SHOWING REPEATS OF *ELDORADO* – Roland Jackson, Lancaster.** Extremely evil. The killer soap bites back as the ultimate green defender. How could any golfer face this hazard and survive?

● **DRAGON BREATHING FIRE– Robert Mitchell, Someplace.** Apart from the logistical problems caused by this being a mythological beastie, it should prove to be a brilliant obstacle. Just one thing, though – wouldn't it be more effective if the dragon breathed the fire rather than the fire breathing the dragon?

● **FAKE HOLE – Ben Pollard, Newport.** Just plain nasty. Having survived Ben's crash-helmeted sheep you'd be gutted to sink your ball in the wrong hole. No fair! Referee! Neat move.

● **BOX OF *COMMODORE FORMATS* – Andrew McConnell, Whauphill.** "Impossible to get past," Andrew said, which might sound creepy but it's true!

● **THE GERMAN BORDER – Michael Fry, Wantage.** So that's where the Berlin Wall got to! No sooner had the Germans declared national unity, peace, love and economic turmoil than they woke up to find their wall had been half-inched – barbed wire, Checkpoint Charlie, The Brandenberg Gate, naff graffiti about U2, the lot.

● **THE A36 – David Doherty, Sligo.** What an excellent obstacle, having to play over the A36, possibly the busiest road in Western Europe (well possibly not but it runs near our offices and we all loathe having to drive along it so it appealed to us, so hah!). You tee off near Heytesbury, then it's a none-too-pleasant drive (drive, geddit?) down to Chippenham.

● **MOVING TEE AND TABLE TENNIS BALL – Andrew Duckett, Wedmore.** A fiendish little combination, this. The tee whizzes randomly about so that it's hard to actually hit the ball. Most golfers would see this as 'the trap' when, in fact, it's just a cunning ploy to stop you realising that the ball is, in fact, of the ping pong variety and not just a Ping (*obscure golfing reference alert – Dave*)!

ENTER THE SURREALISTS

A selection of the weirder fish… er, sorry, suggestions that we received for golf obstacles:

● **POPLAR TREES – RA Morgan, Welwyn Garden City.** Why poplars, why not birch, or cedar, or larch? Are poplars 'unpoplar' in Welwyn Garden City?

● **ANTI-GOLF BALL TANKS – Terry Anthony Spicer, Dover.** What a brilliant concept. Not much use in a war, but brilliant all the same.

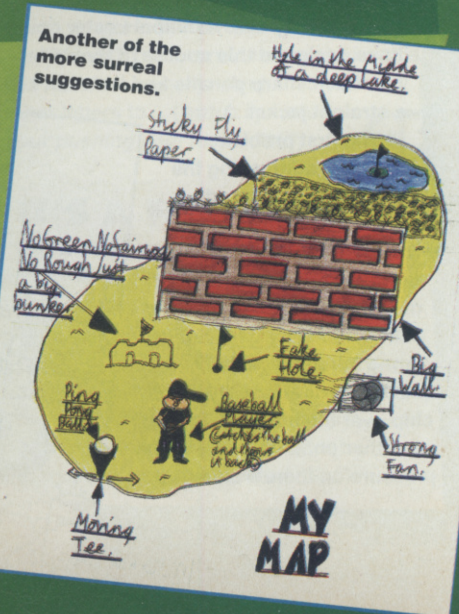
● **JOHN MAJOR (in red and white striped pyjamas) – John Robertson, Whitebank.** Hmm, a bit political but we laughed. But what's he doing in the Underworld Golf Open? And why red? Surely blue would have been more appropriate?

● **SWISS CHEESE BUNKER – Daniel Smith, Penpoint.** It's Emmental, my dear Watson. (*He only included this suggestion because he's been waiting to crack that joke for ages – Dave*).

● **CAT LEG LEFT LONG PAR 5 – I Foster, Camberwell.** But surely a cat-leg and a dog-leg are exactly the same shape?

● **POND FILLED WITH SQUASHED TOMATOES – Lisa Hewitson, Darlington.** What? Very unpleasant, I'm sure – but a hazard?

● **EXPLOSIVE BOGEYS – Sam Breeze, Welshpool.** That'll take 'em by surprise. The players are bound to think this means one over Par but… (*snip, in the interests of good taste – Dave*).


Another of the more surreal suggestions.
Hole in the Midde of a deep Lake.
Sticky Fly Paper.
No Green, No fairway No Rough Just a big bunker.
Fake Hole.
Big Wall.
Ping Pong Ball.
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Strong Fan.
Moving Tee.
MY MAP

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● **Calling** all C64 owners. Love music? Fancy a pen-pal? Then write to me, any age. Contact: L. Allen, 120 lower Villiers Street, Blakenhall, Wolverhampton WV2 4NA.

LOOKING FOR THE FORM TO FILL IN?

Er, well this isn't it. The form's actually... well... it's on page 24. Along with all the details about who can and can't advertise (PD libraries, for example can't). Why's it on a different page? Very good question. Erm, well, ah yes we don't want just anyone advertising. We only want ads from smart people who who can follow instructions, like turn to page 24. Er... and you don't really want to cut up your copy of *CF*, do you? Why not make your own coupon. All you need is a piece of paper, a ruler, a pen and... (*Dave, stop whittering and explain yourself – Ed*). Okay, I admit it. There were just so many ads sent in this month I just didn't have room to... (*Are you sure about that? – Ed*). Look, it's just one of those things, okay? The coupon is on another page, period. You wanna make something of it? (*There's no need to go into a sulk – Ed.*)

COMPO WINNERS

We hoped you'd forget all about those 50 Kixx games, that Lemmings record and those eight copies of McDonaldland so we could keep them for ourselves (well, perhaps not the record). But no such luck. So, reluctantly, here are those compo results...

GET YER KIXX ON THE A36

In issue 30 there was a massive collection of 50 Kixx games up for grabs if you could answer three easy questions and name something huge that you could buy for £3.99 – the winner being the one that made us laugh the most (or, in the Trent's case, laugh at all) and the 10 runners up being the ones that made us laugh almost as much (*that's logical – Ed*). So are you a winner? Read on to find out. First the runners up, who each win a Kixx game of their choice, plus their tie-breaker suggestions:

- The bankrupt state of Russia – **Christopher Spurr, Strathhaven**
- A very cheap, second-hand, dead blue whale – **Stuart Dennett, Birkenhead**
- *Mr Big's Big Book Of Enormously Big Things*, by Hugo Large – **Stephen Fagan, Dublin**
- Second-hand clothes from Russell Grant's car boot sale – **Richard Beckett, York**
- A bag full of the editor's hot air – **Martin Rithwell, Merseyside**
- "A feller I met in the pub offered me the distant star Ete Carinae (200 times bigger than the sun) for the special sale price of £3.99. And it's very heavy" – **D Broughton, Scunthorpe**.
- A bobble hat for the Mighty Brain – **Claire Bowditch, Pontypridd**
- A pair of Sumo wrestler's underpants – **Ryan Medlock from Rotherham**
- "I'll tell you young man, in my day I could go to the pictures, buy popcorn come home and still have enough left top buy all the worlds oil resources, an all-expenses paid trip to mars, 258 bottles of champagne…" **Roland Jackson, Lancaster**
- 250,000 Sprouts – **Mark Lucas, Hall Green in Birmingham.**

And now in the gold envelope is the suggestion that broke the tie, and its winning author (*let me out, let me out - winning author*). The winner of 50 top Kixx titles is: **James Cole from Soothill in Batley** whose suggestion was: "My Mum's knickers". Er… yes.

OH NO, LET'S COME BACK

The results of the *Lemmings* compo from issue 33 are here at last. Drum roll please (*Brrrrrrrrrrrrrrrrr – Dave*). The winner of a white label copy of the *Lemmings* Record is... (*I'm rolling, I'm rolling - Dave*)... Mr John Goodwin from Leicester. He managed to find 167 words constructed from the letters GOJUMPOFFACLIFF. (I never said that they couldn't be proper nouns did I? I didn't say they had to be proper words for that matter either). The record's on its way to you as I write, John.

WEIRD BUT TRUE

In other words this lot haven't won a prize but we thought the suggestions were… er… certainly original and well worth a mention.

- For £3.99 you could buy my grandmother from me – you wouldn't believe it, she's soooo big – **Arjen Brink, Holland**.
- Enough balloons to float my sister into space - **Ashanti Mercer, Aberdeenshire.** (*You'll learn to love her one day Ashanti – Ed.*)
- A large lump of cheese – **Steve Charmon**. (*You know, you lot are really weird – Ed.*)
- Kixx elephants are incredible bargains at only £3.99 and they have a trunk full of designs – **Kate and Tom Ludlow from Huntingdon, Cambridgeshire.** (*Erm, yes thanks, now go back to bed like a good little girl – Ed.*)
- I would buy a twenty pound note – **Ian Stove, Chester**. (? *– Ed.*)

And I think we'll leave it there.

BIG MACS FREEBIES TO GO

Looks like most of you were keen on the idea of winning a copy of the lovely little platformer *McDonaldland*. We got loads of entries for this one but here are the winners of a copy of the game: James Toller from Epsom, Laura Caryle from Abergele, Chris Davis from Coventry, Roberto Colombi from Newcastle-Upon-Tyne, William Burdock from Dublin and Mark and Lin Guest from Wednesbury in the West Midlands.

By the way, the answer to the tie breaker asking you how many McDonald's restaurants were there in the entire world at the end of 1992 was 12,500. That lot above were the ones who guessed the closest.

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A different kind of platform game altogether (*a different kind of platform game – the whole* CF *crew*). *Mario*-esque fun with relish and no gherkins. Have a nice game.

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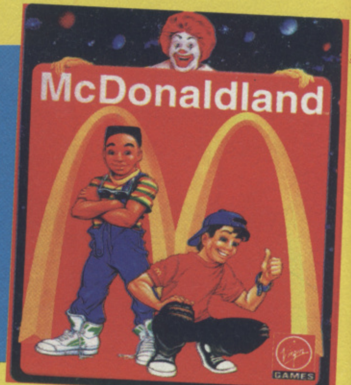

FIRST SAMURAI

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UBI Soft

An arcade adventure hack-'em-up with a distinctly oriental flavour, *First Samurai* received one of the highest scores *CF* has ever awarded a game – 96 per cent, and it deserved it. This game's got the lot – great graphics, great sound, great gameplay, great whatever else there is left to be great. Be warned – this game is dangerously addictive!

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CREATURES 2

Thalamus

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If you haven't got this game – WHY NOT? It's a Corker of awesome proportions. Gorier than a whole series of *Casualty* and more fun than watching Clur beat up Dave, this has to be one of the greatest games ever on ANY format! Platform puzzling at its very best with some superbly bizarre graphics and the best music ever written for the C64. There is no excuse for not having a copy.

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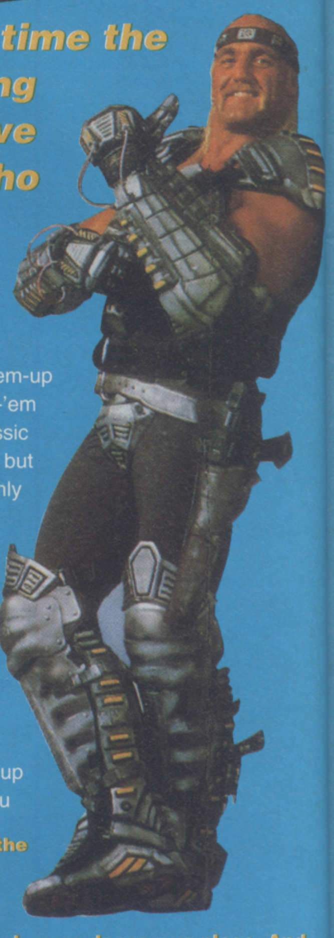
SUBURBAN COMMANDO

Shock! Horror! Hulk Hogan in non-waggle-frenzy game exclusive. Yup, that's right, this time the action's of the platform variety. The only wrestling going on here is Clur and her conscience – did she really have to hit Dave that hard when they were arguing about who was going to review the game? Who cares? She won.


Thumbs up to the hero of heroes, Shep Ramsey. Without him the universe would be a much more dangerous place. And Los Angeles would probably be a lot tidier.

Dave reckons it was a bit of a dirty match down at the Bath Pavilion – a mighty contest between Kendo Nagasaki and Giant Haystack. According to Dave Nagasaki deliberately threw the salt in his own eyes to get Giant disqualified. Sounds a bit daft if you ask me. Sounds a bit staged as well. Wrestling's not a real combat sport; it's more like some kind of performance art, which is probably why Hulk Hogan thought that he could make it as an actor.

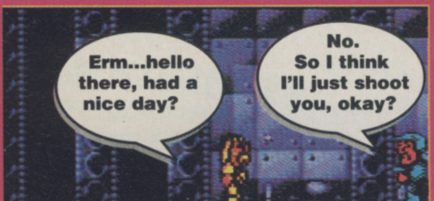
Wrong! It has to be admitted that Terry, née Hulk, Hogan has been in some appalling movies – *Mr Nanny* is an all-time Croaker. *Suburban Commando* did have a couple of amusing bits but there is just no way that it could ever be described as a good movie. But bad movies do not necessarily make bad computer games as *Hudson Hawk* and now *Suburban Commando* prove; the computer-generated Hulk even displays a better range of acting abilities than his flesh and blood counterpart.

On the edge of platforms Shep'll balance, Sonic-style, on one leg. Very un-big-wrestler-like...

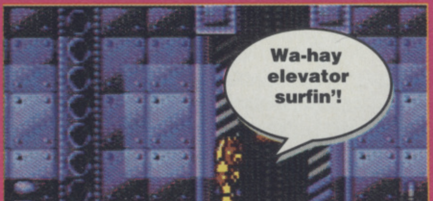
In the game we find the little guy playing the role of an alien battling against evil forces all over the universe. Of course, in the movie everything turns out just fine in the end. But in the game it's all up to you – (cue a naff Awesome Wellies-style voice-over) only you can save the universe from certain destruction! (Loads of loud bangs and flashy lights then fade to a space ship flying through asteroid belt accompanied by a pseudo-John Williams score.)

The film might have had a heavily predictable plot but the game starts out with a bit of a twist. While the bulk of *Sub Com* consists of platform action, it opens with you playing Shep Ramsey – the Hulk character – in control of a dinky little space ship blasting your way through a shoot-'em-up section. As shoot-'em ups go it's no classic and is fairly easy, but then again, it *is* only the first of four levels, and a bit of blasting is a great way to ease yourself into the game. There are speed-up tokens and better weaponry to pick up along the way; you

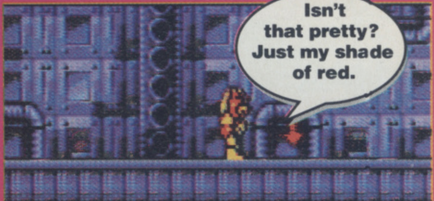
OH, COME ON, LISA, YOU ARE JOKING? YOU REALLY RECKON I CAN WRITE A


Erm...hello there, had a nice day?
No. So I think I'll just shoot you, okay?

This is the start the second level. That green meanie's going to shoot you if you don't get him first but watch out for the floor bubbles, they can be lethal.

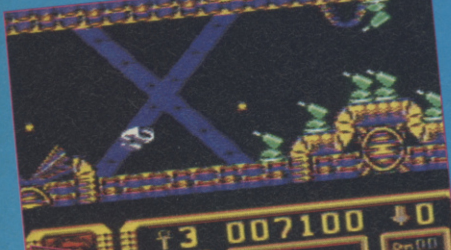


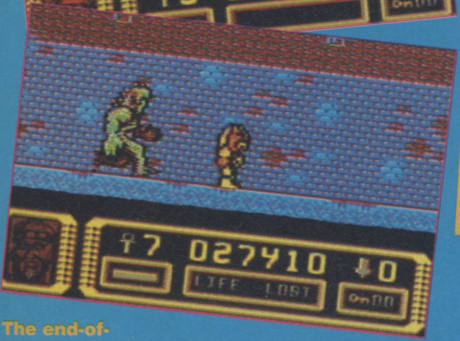
There are moving platforms all over this level – just leap on one to hitch a ride. Watch your head, though, you never know what's up there.



These are the things you're looking for. The arrows point to a weak spot and that's where you have to a place a bomb. Finding arrows is what this level's all about.

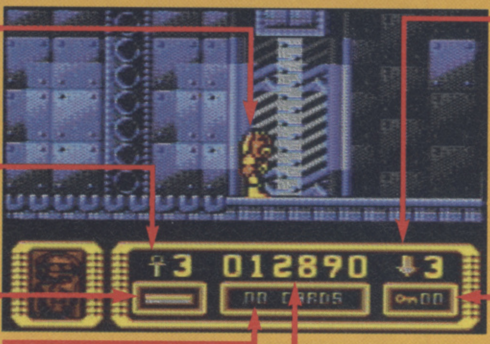
These big green guns take a lot to destroy, so collect as many power-ups as you can.





The end-of-level baddies are big brash bullies. But you have to face them to get any further.

A QUICK TRIP AROUND THE SUBURBS



HULK – Ohhh, isn't he handsome? The sort of lad your mum would love you to bring home.

ANKH – Next to the Ankh is a number that tells you how many lives you have left.

ENERGY BAR – Tells you how much energy you've got left, surprise, surprise.

INFO WINDOW – Watch this window closely because it'll give you a few hints and tips during play.

SCORE – What a great idea! it'd be great if there was a high score table too. No such luck.

ARROW – The number shows how many bombs there are to activate, how many tools there are to find or how many crystals there are left to discover before you can leave that level.

KEY – Believe it or not, you need keys to open doors; this panel shows you how many keys you currently have in your pocket.

soon work out which enemies to destroy to get a bonus.

Get through that level, and you're into the much tougher platform section. You're now in humanoid form, on board a space ship where no-one seems to appreciate your presence. The ship is owned by the one and only General Suitor, a mad man who terrorises the space-ways with his band of bounty hunters. What you've got to do is to leap from platform to platform, pulverising guards with your bare fists and identifying weak spots on the ship (they're not that difficult to spot; there are big red arrows pointing them out). To complete the level you have to plant a bomb at each weak spot; when you've done that you gain access to the end-of-level room where, would you believe, there's an end-of-level guardian waiting for you.

All this destruction makes the psychotic General even madder. In fact, it gets him so mad that he forces you to crash land on Earth (LA to be precise), setting the scene for level three. You have to search for tools to repair your trashed ship. There must be some very forgetful mechanics in LA, 'cos they lose their tools in the weirdest of places – floating in mid-air above a skyscraper, for example.

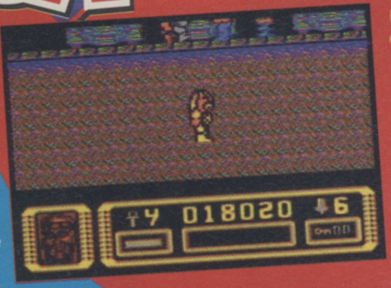
Making your task even trickier is a squadron of The General's guards who've been dispatched with orders to exterminate you on sight (well it's easier than trying to exterminate you when you're not in sight).

Once you've found all your tools it's on to the next level. Here you need to find the crystals that fuel your ship so that you can make it back to the General's hide-out to get rid of him for good. And guess who are around to make life difficult? Yup, it's those guards again.

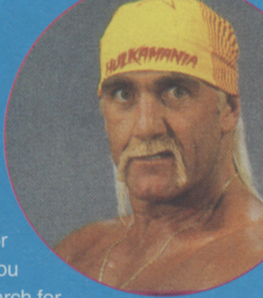
At the end of each platform level you face a guardian, each, in time-honoured computer gaming tradition, meaner than the one before. Not that any of them are easy to beat, especially as some of them are twice the size of you and all you've got to hit 'em with are your fists. They move pretty fast, too… well a darned sight

TIP OFF

Make sure you keep an eye out for openings in the walls that could lead, through secret tunnels, to extra hidden rooms.



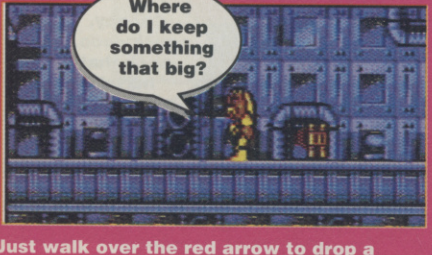
Under the car park in one of the secret tunnels that litter the streets of LA, is a hidden room.



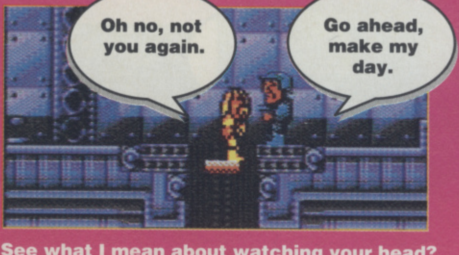
Surely this man must be acting? Nobody could look that stupid for real.

Wow, what a weapon! Pity they still haven't found a cure for baldness on Shep's planet. Still, you know what they say about bald men... They don't use combs. (*You're sacked – Trent.*)

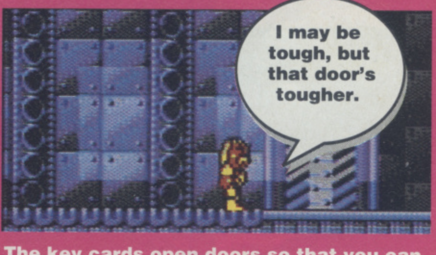
A BOX HEADING THAT'LL FILL THIS SPACE? WHAT D'YA MEAN DON'T TURN...



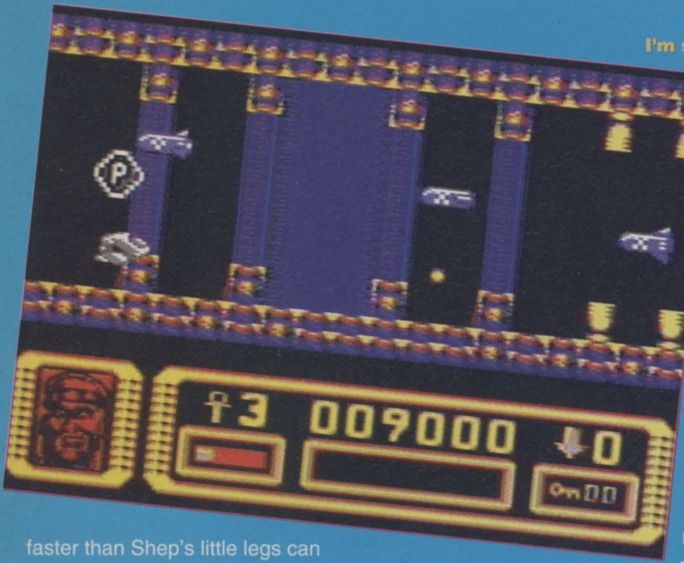
Just walk over the red arrow to drop a bomb. They're controlled remotely so you can hang around as long as you like, they won't blow up in your face.



See what I mean about watching your head? These guards love hanging around the tops of lift shafts. The white blob on the right is a key card; pick it up, you'll need it later.



The key cards open doors so that you can get to the other parts of the level. There are only as many cards as there are doors. Aliens never seem to get extra sets cut.



I'm sorry, I can't help it... I'll have a P please, Bob.

faster than Shep's little legs can carry him. In fact, compared to the rest of the gameplay they feel a little out of place because they're so much tougher.

In the version I saw it wasn't very clear when you were getting hit, especially on the shoot-'em-up level. But being the powerful, all-knowing chapess that I am, I got the programmer to tweak the game a bit especially for me. So now the border flashes when you're losing energy to let you know that you're doing something wrong.

> Each level has its own distinct feel so that the gameplay doesn't become samey.

Though there are only three platformy bits, they're big enough to keep you going for a fair while, and each has its own distinct feel so that the gameplay doesn't became stale. But there's no high score table (I tried my charms with the programmer again but he said: "not enough memory, Guv!"). Once you've used up all your three continues the game instantly flicks to the intro screen so you haven't even got chance to note your score down on a piece of paper. So when you've completed the game, that's it – there's no incentive to get you going back for more, like trying to beat your high score.

The tune's dead groovy, though; you might want to go back to listen to that. It's not a true representation of the film score but it packs a sharp left hook.

Shep's an obedient sprite (*he's not a Blue Peter dog, Clur – Ed*). A sharp tug on the choke chain... er, I mean, joystick and he responds instantly to commands. The collision detection on some of the platforms feels a little off at times but overall it's pretty good. On the edge of platforms Shep'll balance, *Sonic*-style, on one leg. Very un-big-wrestler-like, but quite cute in the game. Talking of *Sonic*, there's lots of consoley-style bouncy springs around the platform levels to help you to higher places.

Suburban Commando is a solid little game; nothing spectacular or amazingly original, but decent, solid fun. It might well be a bit easy for experienced platform fans, but it's definitely worth having a grapple with for a few rounds. Ding Ding! Seconds out.

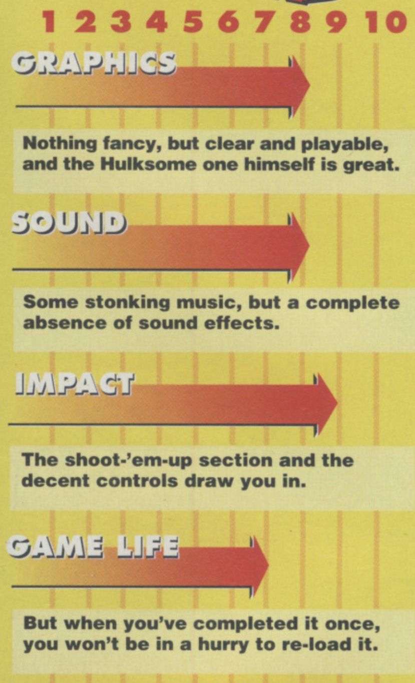
Teetering on the brink of insanity?

Ding! First floor, ladies lingerie and shoes. Ding! Second floor, ties and hats.

VITAL STATISTIX

GAME	SUBURBAN COMMANDO
PUBLISHER	ALTERNATIVE
CONTACT NUMBER	0977 797777
PRICE	£9.99
AVAILABLE	OUT NOW
OTHER INFO	TAPE ONLY

SUBURBAN COMMANDO



GRAPHICS

Nothing fancy, but clear and playable, and the Hulksome one himself is great.

SOUND

Some stonking music, but a complete absence of sound effects.

IMPACT

The shoot-'em-up section and the decent controls draw you in.

GAME LIFE

But when you've completed it once, you won't be in a hurry to re-load it.

POWER RATING

82%

...THE PAGE OVER...? AAARRRGGGHHH! THERE'S EVEN MORE!!!

Wa-hay! Boing! this is great!

Wa-hay, this is more like it. Forget boring old moving platforms – we want more springy things (*calm yourself, woman – Ed*).

One up what, exactly?
1UP

Here's a bit of friendly advice – bounce on every spring you find, 'cos there might well be a goodie hidden out of normal vision.

Coochy, coochy coo... ouch that hurts!

When you walk on the magno-floor your feet are stuck at ground level so you can't jump to avoid any baddies.

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INFORMATION

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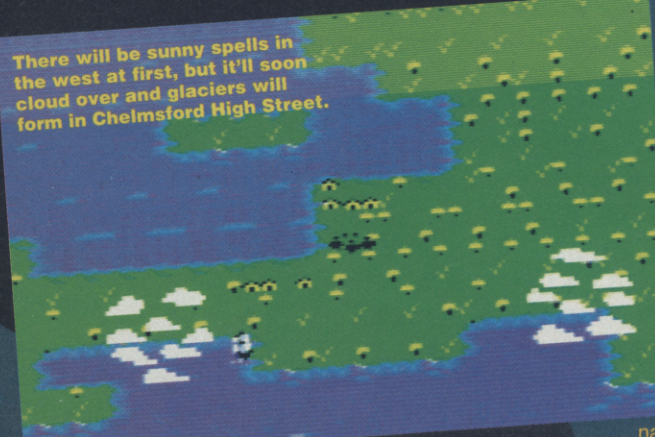
PIRA

I wanted to write this intro in a true piratey style but I kept sounding like Captain Birdseye. So here, for your entertainment and information, is the CF review of Pirates, written by me, Clur. (Hmm, it'll do I suppose – Dave.)


There will be sunny spells in the west at first, but it'll soon cloud over and glaciers will form in Chelmsford High Street.

When I was a lass all my mates dreamt of running away to the circus or driving fire engines. But not me, I wanted to be the next Anne Bonny, (*who she? – Ed*). I wanted to brace my main sails with the Mary Reads of this world (*never heard of her – Ed*). I wanted to be the most infamous pirate in history (*well, you couldn't be less famous than those two – Ed*).

Pirating is such a romantic vocation; you run your boyfriend through with a cutlass when he goes off with your best mate, then pick up another one from the hundreds of love-starved muscle-men on your ship. And then there's all that sailing around the sunny Caribbean – bliss.

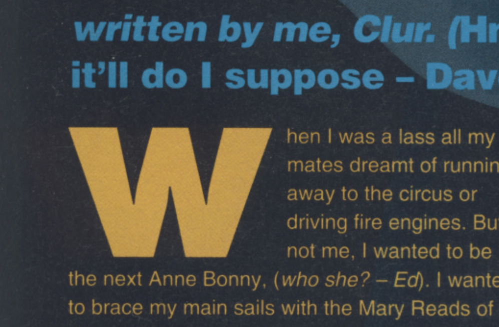
Unfortunately, the job does have its risks – there's the fighting, the walking the plank, the storms, the getting arrested for press-ganging, the having to lose at least one limb. But there is a safe solution. First get yourself a copy of *Pirates*, then take your 64 down to the local health club. Plug it in right next to a sun-bed. Then lay back, soak up the UVs, while plunder the shores around the Bahamas knowing that the only real danger is getting sun burnt.

In *Pirates* you can go all the way from being a novice crew member to a captain of your own ship. Essentially the game is a combination of three different types of game. There's a texty bit which you use to communicate with other characters and bargain with merchants, there's a sea-faring section for getting from island to island and a beat-'em-up section where you can swash your buckle like a good 'un. Unfortunately, this budget version of *Pirates* doesn't include the map that came with the original, which could cause you some navigational problems (*A-ha! This sounds like where I come in – Andy*)

You can start on whatever level you want but it's best to start at the bottom and work your way up. You can also choose to play in a variety of time-zones and places or to go on famous expeditions. Graphically, one time zone looks much like any other, but as long as you let yourself get involved in the gameplay it doesn't really matter. The sword fighting bits are, however, tediously slow.

There are three kinds of combat, each as sluggish as the next. Man-to-man combat has you battling against your enemy counterpart with nothing but a sword with which to defend yourself. Each move takes an age to complete, which makes defensive moves nigh on impossible; by the time your

Even the jellyfish have no trouble passing you on your way to board the enemy's ships.


THE GOVERNOR INTRODUCES YOU
TO HIS YOUNG DAUGHTER. SHE
IS PRESENTLY BEING COURTED BY
DUKE CLINTON, BUT SHE
SEEMS INTERESTED IN YOU!
DO YOU?
MAKE PLEASANT CONVERSATION
PROPOSE MARRIAGE

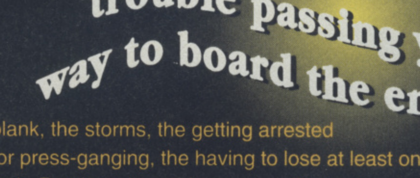
"HE WAS LAST SEEN
IN THE CITY OF
MARACAIBO" THE
GOVERNOR ADDS.

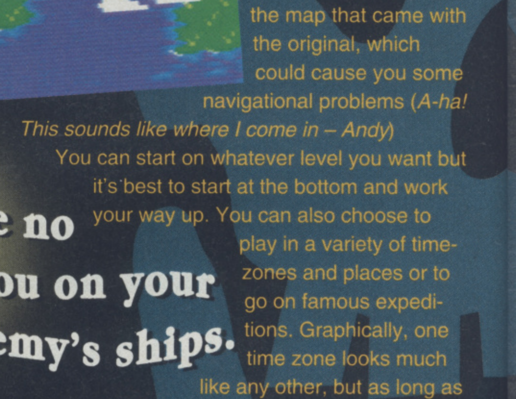
PORT ROYALE IS BUSTLING
WITH ACTIVITY. DO YOU:
VISIT THE GOVERNOR
VISIT A TAVERN
TRADE WITH A MERCHANT
DIVIDE UP THE PLUNDER
CHECK INFORMATION
LEAVE TOWN

Phnaar! Pleasant conversation, my foot. Come here and give us a snog.

TIP OFF

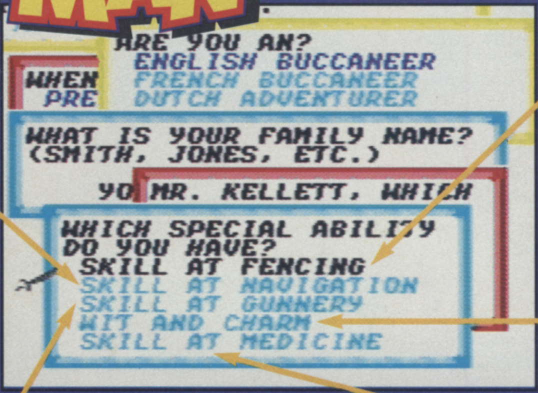
Don't attack everything you see at first – if you're not skilled enough in combat you'll end up getting captured.





Prod your opponent in a vital area enough times and he'll eventually surrender.

MANNERS MAKETH THE MAN



ARE YOU AN?
ENGLISH BUCCANEER
FRENCH BUCCANEER
DUTCH ADVENTURER

WHAT IS YOUR FAMILY NAME?
(SMITH, JONES, ETC.)

YO MR. KELLETT, WHICH

WHICH SPECIAL ABILITY
DO YOU HAVE?
SKILL AT FENCING
SKILL AT NAVIGATION
SKILL AT GUNNERY
WIT AND CHARM
SKILL AT MEDICINE

A dead useful skill to have if you're planning on raiding a galleon trundling around Spaghetti Junction.

This can be useful as long as there's a Do It All around where you can buy the panels.

Something Trent could do with a crash course in. He's no gentleman at the best of times.

As Goering once said: "Guns will make us powerful, butter will only make us fat." (*But guns taste foul – Dave.*)

Seven years old when he passes his degree? Doogie Howser eat my shorts!

CF VITAL STATISTIX

GAME	PIRATES
PUBLISHER	KIXX XL
CONTACT NUMBER	021 625 3388
PRICE	£4.99/£7.99
AVAILABLE	OUT NOW
OTHER INFO	TAPE AND DISK VERSIONS

man has raised his cutlass he's already had his head lopped off. Ship-to-shore combat is even slower but the snail's favourite has to be ship-to-ship combat. Invariably the wind is blowing in the wrong direction so that even the jellyfish overtake you as you steam towards the enemy's treasure-laden galleon.

The text side of things works very well, although admittedly a little slowly. You're asked a question then given a selection of appropriate answers, so you don't have to get involved in all that tedious typing nonsense and the computer doesn't have to decipher what you've written. Everything is controlled via the joystick.

Okay, I admit that *Pirates* is showing it's age a bit and it crashed a couple of times, but I was reasonably engrossed and almost mastered the art of sword fencing. If you're into strategy games *Pirates* is worth a whirl, but for action fans it's a buried treasure that isn't worth digging up. **CLUR**

Those were the days... when men were men and parrots sat on their shoulders.

PIRATES

1 2 3 4 5 6 7 8 9 10

GRAPHICS

Basic. They do their job, but then so does the real axle on a Morris 1,000.

SOUND

Errm... a few bleeps – you might as well keep the volume turned down.

IMPACT

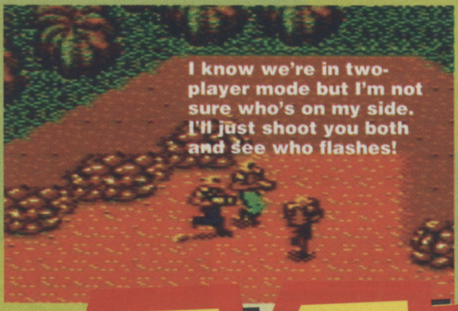
It's easy to get into the swing of things thanks to the difficulty levels.

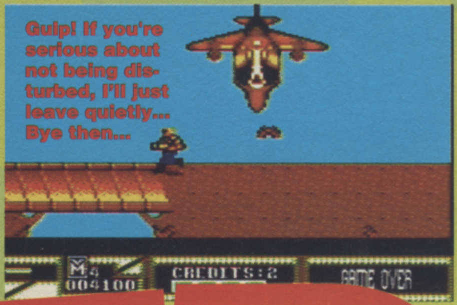
GAME LIFE

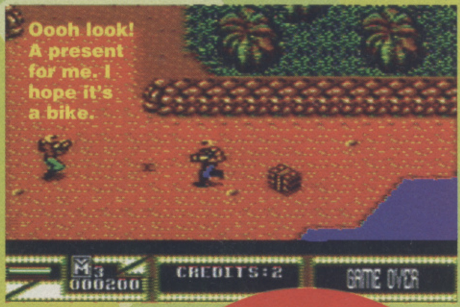
Too sluggish to have a lasting appeal for anyone other than strategy fans.

POWER RATING

57%


I know we're in two-player mode but I'm not sure who's on my side. I'll just shoot you both and see who flashes!

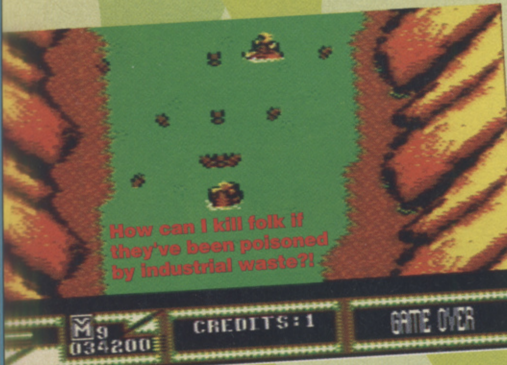

Gulp! If you're serious about not being disturbed, I'll just leave quietly... Bye then...

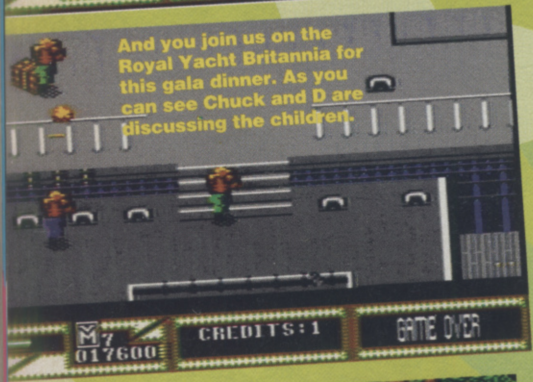

Oooh look! A present for me. I hope it's a bike.

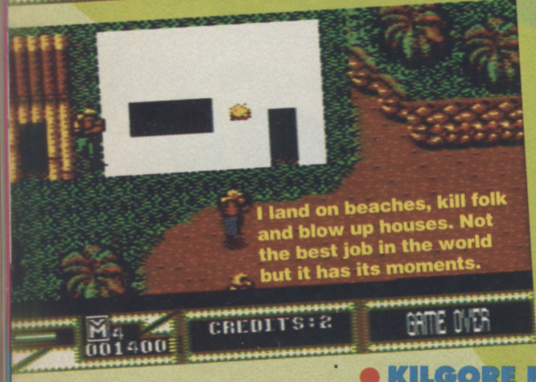
MERCS

It's a Croaker!

Mercs is not a subtle game. It's all jungles, violence and anti-personnel weaponry. So it seemed natural that Trenton – CF's least subtle person – should get the reviewing job. Apparently, he loves the smell of napalm in the morning, he says it smells of...


How can I kill folk if they've been poisoned by industrial waste?!


And you join us on the Royal Yacht Britannia for this gala dinner. As you can see Chuck and D are discussing the children.


I land on beaches, kill folk and blow up houses. Not the best job in the world but it has its moments.

Victory! As ultra-violent super-troopers, that's all that Joe Gibbs and Howie Powell know about. Well, they do know some other things – like how to count to twenty by taking their socks off and the correct spelling of cat – but victory's all they really care about. Why? Because they're mercenaries (but because that has too many syllables for them to remember they refer to themselves as 'Mercs' instead); they're lean, mean fighting machines who like to, erm, split spleens... and any other parts of the enemy's body that are handy.

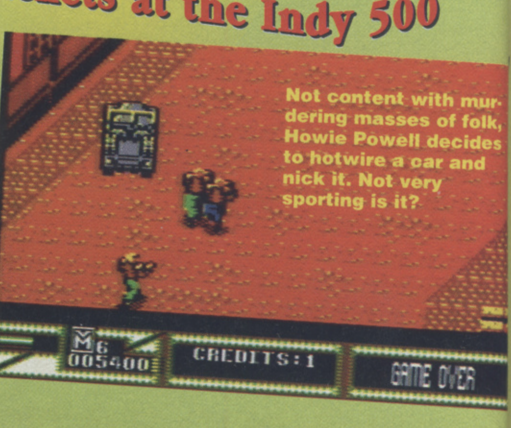
The situation looks like this. There are these terrorists who've gone beyond the bounds of all human decency. They've nabbed the President and you have to get him back. Oh, and while you're at it you have to terminate (with extreme prejudice) as many terrorists as you can find. It's justice you see.

Administering 'justice' in a war-zone may seem as fruitless a task as handing out speeding tickets at the Indy 500, but it's what you've got to do. You're to follow their trail up the Du Lon river (through eight different battle stages) and kill everybody you see along the way – except the President, as that would be treason.

The second you get off of the boat on stage one the gist of the game becomes obvious. In the classic *Commando*/*Ikari Warriors* style, you run about an isometric landscape. Enemy soldiers and buildings are the major obstacles, but both can be dealt with in that great military fashion – shooting them.

Occasionally, vehicles litter the route (such as a jeep and a plastic patrol boat) which you can commandeer to help you in your quest to spread death and destruction, but all they really offer mass-killers are greater mobility and no extra fire-power which is a bit of a shame. You can't even run over the enemy soldiers

> Administering 'justice' in the jungle may seem like handing out speeding tickets at the Indy 500


Not content with murdering masses of folk, Howie Powell decides to hotwire a car and nick it. Not very sporting is it?

or ram their boats. Okay, so driving around adds a bit of variety but it doesn't actually help you out that much.

The other items of interest for the killer elite are crates. Some thoughtful courier has dropped off supplies along route. The Mercs just have to pop a shot at them to liberate the contents. Bearing in mind these crates contain guns, power-ups, credits and a fine selection of cold meats it seems odd that the guerrillas haven't hit on the idea of nicking this kit for themselves. But they haven't, and this tactical oversight should be pointed out to them with the barrel of your gun.

All would be fine in the world if *Mercs* was simply a one- or two-player game that boasted with hordes of isometric blasting, pick-ups galore and big end-of-level baddies. *Mercs* tries, but never achieves even this simple level of fun. It's just too flawed.

The shooting itself is inaccurate and the collision detection curious in the extreme. Stand too close to a building and you can't shoot, as it seems that the gravitational effect of the building somehow sucks your bullets in. 'Safe' positions suddenly turn into death traps when it transpires that enemy soldiers can run through hitherto solid walls. And while the end-of-level bad guys are huge, they're also hugely lame – there are easily-spotted safe zones on every screen, so killing them is easy.

Worst of all, though, is the scroll. Normally it's so slow you have to push right to the top of the screen in a suicidal fashion to move it along. And it gets worse. At times part of the 'gameplay' involves finding the correct route through a level. If the correct path runs sideways across the screen and you scream on ahead, it's easy to scroll the path off the bottom of the screen, leaving you stranded. This isn't too much of a problem on level one, but on level three (where it's most likely to happen) it's potentially fatal. Whether this is intentional, or the result of bad playtesting, it comes down to lax game design and is unforgivable.

With serious amounts of on-screen action *Mercs* might sound like the kind of non-stop slug-fest you've been looking for, but the gameplay flaws soon kill any interest. The graphics and sound don't do the game any favours either; 'functional' would be the kindest thing to say about them, and sometimes even that is too kind (well, you try working out which way the jeep's supposed to be facing). A famous film psycho-soldier once said, "Let me tell you something, young Captain. Someday this war's gonna end." Play *Mercs* for too long and you'll pray he was right.

TRENTON

Smart – a little Dinghy! I used to have on of these for my Action Man™ it was brill, it had a little motor and everything.

TIP OFF

Holding down Fire launches a grenade. These are dead effective against the end-of-level bad guys so don't use an auto-fire 'stick. You get one grenade per M token so use them wisely.

It may look dead hard, but this tank is real easy to kill! Use grenades – NOW!

UZI 9MM, 45 LONG SLIDE, PHASED PLASMA RIFLE...

...Or an extensive guide to the weapons and pick ups you'll be seen dead without!

①

1 First Aid – heals your Merc back to full strength. It's amazing how just a few Elastoplast™ plasters can patch up over 30 bullets wounds!

③

2 Credit – gets you an extra credit. This will allow you to get even further into the game… so you might want to avoid them.

②

3 Three Way Gun – The most useful weapon available in the game. It fires three sets of bullets simultaneously, spitting death over an impressively wide angle.

④

4 Roast Chicken – replenishes a percentage of your energy. It's also very tasty served in an orange sauce.

⑤

5 Ham – the jungle fighters fave. They love eating a honey roast ham that's been stored in a crate in humid climates.

⑥

6 Gun With Big Bullets But No Other Discernable Benefit – DON'T pick this up. By the time you find it you've got a three-way shooter; you're forced to trade that for this junk!

⑦

7 'N' token – this is an extra grenade. Just pick and throw!

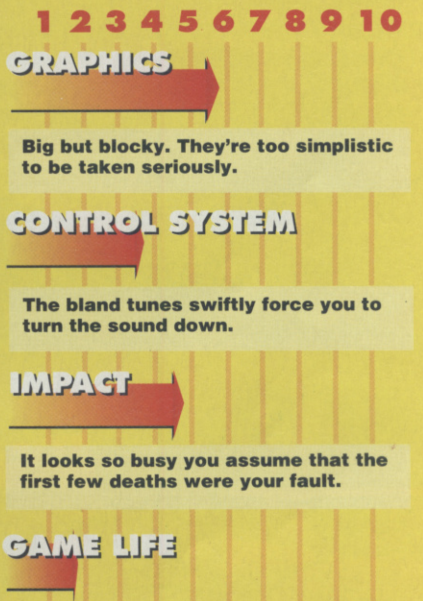
⑧

8 Missile – apart from looking like a lipstick this gives you no discernable benefit. Still, if it's there, grab it!

CF VITAL STATISTIX

GAME	MERCS
PUBLISHER	KIXX
CONTACT NUMBER	021 625 3388
PRICE	£3.99
AVAILABLE	OUT NOW
OTHER INFO	TAPE ONLY, MULTILOAD

MERCS



GRAPHICS

Big but blocky. They're too simplistic to be taken seriously.

CONTROL SYSTEM

The bland tunes swiftly force you to turn the sound down.

IMPACT

It looks so busy you assume that the first few deaths were your fault.

GAME LIFE

You'll soon discover the game's flaws and lose interest massively.

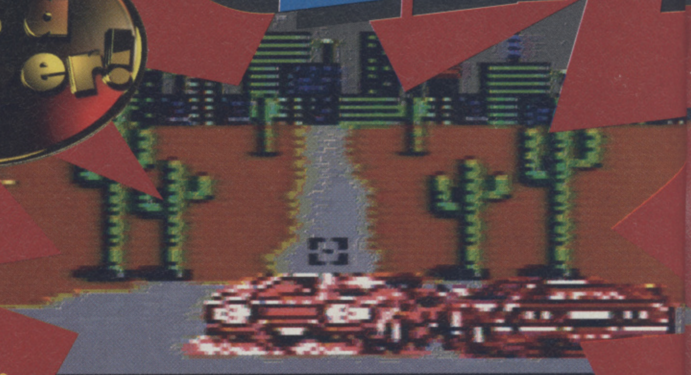
POWER RATING

28%

TURBOCHAR

It's a corker!

Anyone who's ever been stuck in a traffic jam has dreamed about doing what you get to do in Turbocharge – blast everything else off the road. Now this classic slice of 'car'-nage is out on budget. Dave gives it an MOT.

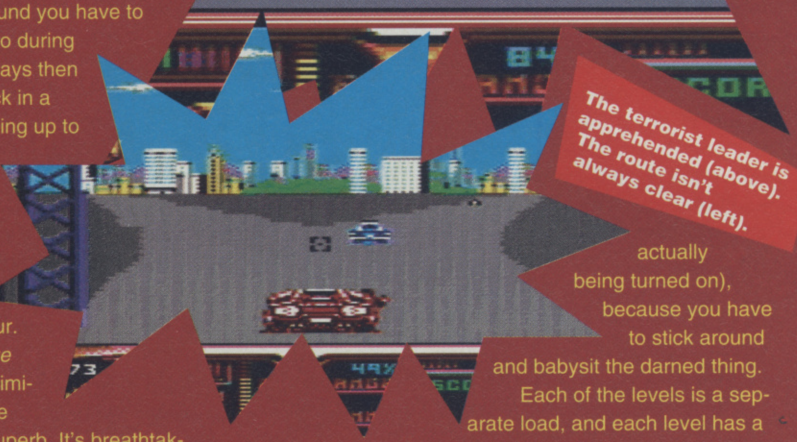


Have you ever been to Alton Towers? Or Bush Park in Florida? Or any of the various Disneyworlds? If you have, then you'll have some idea what it's like playing the cassette version of *Turbocharge.*

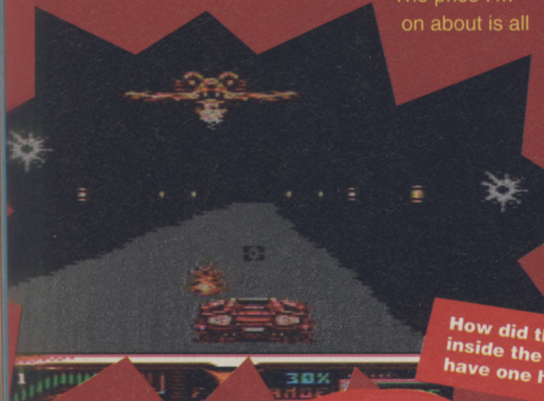
Y'see, these theme parks offer some of the best, fastest, most exhilarating rides on the planet. Thunder Railroad, The Tidal Wave, The Black Hole – experiences not to missed (unless you've got back problems or you're pregnant). But there is a price to pay… er, apart from what it costs you to get in to the theme parks, that is. The price I'm on about is all that waiting around you have to endure. If you go during the school holidays then you can be stuck in a queue for anything up to two hours. Even on a good day, you're lucky if you have wait less than half an hour.

Turbocharge suffers from a similar problem. The game itself is superb. It's breathtakingly fast, instantly addictive, lush to look at, great to listen to and, basically, darned good fun. But on tape it has one mighty drawback – it's a multiload nightmare.

I reckon that you spend more time watching wiggly lines prancing about the screen than do actually playing the game. And no, you can't go away and do something less boring instead (like descaling the kettle or watching the static on the TV when you switch over to the video channel without the video actually being turned on), because you have to stick around and babysit the darned thing. Each of the levels is a separate load, and each level has a qualifying section which is also loaded separately. The trouble is that when they've loaded the action starts automatically, so you need to be close by, ready with joystick in hand. Then there are the pictures that pop up after each level and qualifying round, plus a multitude of intro screens – all very



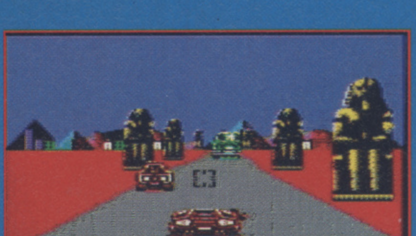
The terrorist leader is apprehended (above). The route isn't always clear (left).



How did that plane fit inside the tunnel? Must have one hell of a pilot.

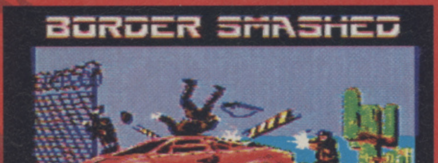
TIP OFF

Use your missiles sparingly. Save them up for your encounter with the leading terrorist on each level, because by that point you'll probably be running out of time and the missiles will let you apprehend him speedily.



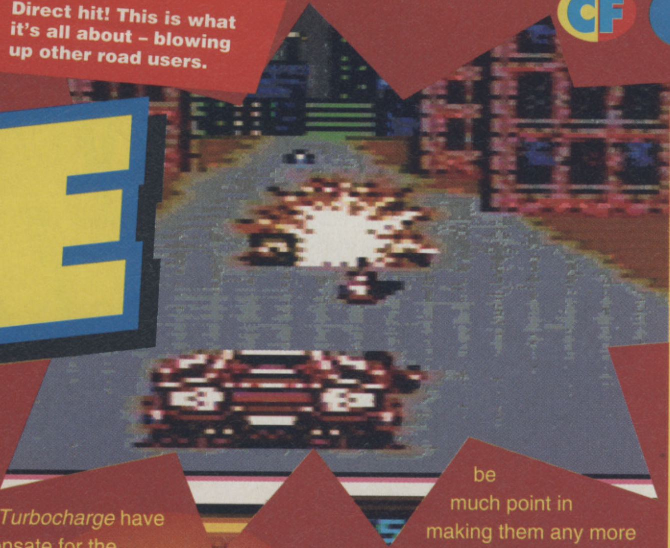
If you hold the Fire button down your sights get bigger, indicating that your missiles are ready to be launched.

SMASHING BARRIERS



Before each level there is a qualifying round in which you race to the border, blasting everything in sight. You start off each of the qualifying rounds with 0 damage. At the end, the number of vehicles you have destroyed is deducted from the damage you've sustained. The resulting damage is then carried over on to the main level.

RGE



Direct hit! This is what it's all about – blowing up other road users.

impressive, but a bit of a waste, and they slow down what is already a tedious loading experience.

So, the question is, does *Turbocharge* have the necessary thrills to compensate for the loading niggles? Too darned right it has – it's well worth all the hassle.

> It's not so much a driving sim as a shoot-'em-up that just happens to take place on the road

It's not so much a driving sim – the controls are kept to a minimum – as a shoot-'em-up that just happens to take place on the road. And the action is... well... think of both *Die Hard* films strung together but with all the boring dialogue taken out and you've got a rough idea.

The basic plot is... pretty meaningless actually. All you need to know is that you're in a car equipped with some pretty impressive weaponry and you have to blast everything else on the road off the road, including police cars – you're a federal agent, you see, with a licence to do that sort of thing.

On each level your ultimate aim is to apprehend a member of a terrorist gang. What can stop you achieving this goal are a) running out of fuel, b) running out of time or c) wrecking your car. To get around these problems you can a) pick up the fuel which periodically appears in the middle of the road b) not bump into thing, stick to the road, take the correct turning at forks and use your turbocharge facility by pressing the Space bar or c) not bump into thing and not get shot at by the terrorists.

Not getting shot at is difficult, because the terrorists have a lot of firepower. They shoot at you from the back of cars and vans, from helicopters and even jet planes. Well, I told you it was action-packed.

Graphically the game is a stunner (but not a *Stun Runner*, thankfully). The internationally-flavoured backgrounds are brilliantly detailed and immensely impressive. Some of the sprites are a bit blocky, it has to be admitted, but they whiz by you so fast that there's wouldn't really be much point in making them any more complex anyway.

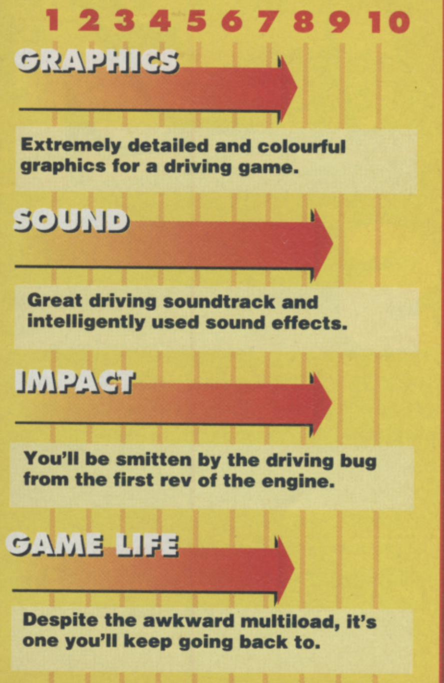
The first few levels are tad easy but things soon hot up. There are always surprises waiting around the next corner and the fun never flags. The multiload is a pain, and there should have altered so that the levels didn't start without you, but it is still one of the mightiest driving games ever, and at £3.99 it's not to be missed.

DAVE

CF VITAL STATISTIX

GAME	TURBOCHARGE
PUBLISHER	KIXX
CONTACT NUMBER	021 625 3388
PRICE	£3.99
AVAILABLE	OUT NOW
OTHER INFO	TAPE ONLY, MULTILOAD

TURBOCHARGE



GRAPHICS

Extremely detailed and colourful graphics for a driving game.

SOUND

Great driving soundtrack and intelligently used sound effects.

IMPACT

You'll be smitten by the driving bug from the first rev of the engine.

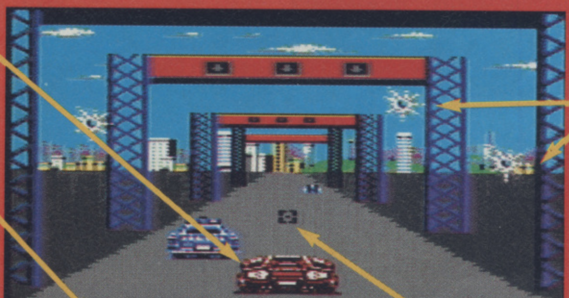
GAME LIFE

Despite the awkward multiload, it's one you'll keep going back to.

POWER RATING

92%

THIS YEAR'S SUPERMODEL, WITH KNOBS ON



See that car? That's you that is.

See that time remaining counter? That's your age, that is.

See that Speedo? That's the number of cockroaches you've got in your kitchen, that is.

See that fuel counter? That's showing how much hair you've got sticking out of your nostrils, that is. It is, hairy nostrils.

See those little missiles? That's how many you've got left. How many braincells, that is.

See that target sight? That's how square you are. Square, square, boring old square.

See those bullet holes? If you get too many of those your car's a wreck, it is. It is. Just like you. An old wreck.

See that score? That's rubbish, that is. It's really rubbish.

NEXT MONTH

So, what's inside your C64, then? It'd be easy to find out; just open it up and take a peek. This would, however, be what's known as both DANGEROUS and EXPENSIVE. If you were to pry the lid off of your machine there's a good chance you could electrocute yourself, blow a few important chips and totally invalidate your warranty.

So next month, your trusty – and foolhardy – *CF* crew will be pulling the world's best-loved computer to bits for you. Yes, we'll be showing a 64 NAKED without its clothes on and totally starkers! We've already got our patient (a machine that Clur fatally injured) under sedation and we'll begin surgery the second this issue goes to the printers.

For games freaks we'll also taking the very best C64 flight sims for a test flight in the latest of our 'Ultimate' features.

All this and more in your (in the great Pepsi™ tradition) contents-telling-Power-Packing-chart-talking-game-previewing-Mighty-Braining-Monster-making-subscription-selling - PD-charting-Game-busting-compo-setting-Commodore-superstoring-game-reviewing-next-month-guessing FORMAT.

CF SHARES OFFER!

Forget BT3 here's a limited edition offer that you can't afford to miss. *CF*36 will be on sale on 24th August 1993, but you can get a special 'Mag-Save' option on this limited edition*. Just fill out this form and hand it to your newsagent and they'll stash a copy away for you. And won't have to suffer any dreadfully unfunny *Inspector Morse* pastiches ever again.

MAG*SAVE

Hey Newsagent dude/babe (Sir/Ma'am), Like, save me one of those righteous (rather good) *CF*s (*Commodore Format*s) man. *CF*36 (the September issue) is happening (goes on sale) real soon (on the 24th of August). Excellent (Thank you very much).

MY NAME ____________________

MY ADDRESS ____________________

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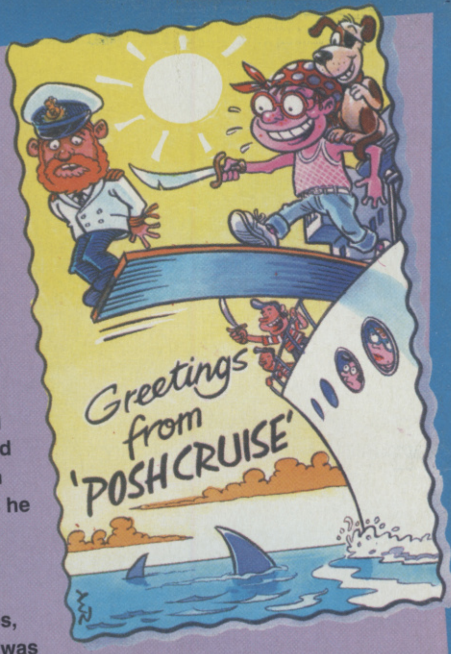
* Think about it Webb, everything, even my IQ, is a limited edition! – TMB

ALL AT SEA



Dear *Commodore Format*,
Over the last few days I've become a real sun-worshipper. In fact, I think I may have overdone it. Today I plopped down on the poop-deck and fell asleep for five hours!

I woke with a stonking headache and some strange memories. I realised I was the direct descendant of Bluebeard and the Scarlet Buccaneer – I was, in fact, Pink Belly Roberts and this was MY ship. A-ha! I gathered me crew of cut-throats (Dad's band) and stormed the bridge. That lubber of a Cap'n wasn't expecting the dread pirate Roberts so we had him hog-tied and plank-bound in seconds. The scurvy worm snivelled something about international law as he teetered on the end of the plank but that didn't worry me. I wanted me treasure me ancestors buried 300 years ago. A-ha!

Aye, this be the life. The wind in me spectacles, me parrot on me shoulder and me leg-pegged. I was gonna be the terror of the tides, the scrooge of the seven seas. Nothing could stop me now...

...Except that huge wave which splashed over the deck, covering me in cool salt water. My sunburn started screaming but at least my headache cleared.
Cheers, Roger.

WRITE ON! THAT'LL BE HANDY

We asked Penny Cyclopedia (Ian's graphologist sister) to give us her opinions on the CF crew's various spider scrawls.

Commodore Format thirty five

TRENTON WEBB – Wild and highly disorganised. This chaotic script is worrying. The man can't even spell Commodore! The product of a disturbed mind.

Commalore Format thirty five.

OLLIE ALDERTON – Note the way Ollie keeps all the letters the same size and shape. He's obviously very attuned to design. I'm none too sure about his T's, though.

Commodore format thirty five

LISA KELLET – Good crisp clean letters and precise gaps. Curiously she seems to be better at writing numbers. She must get a lot of practice, on cheques, perhaps?

Commodore Format Thirty-Five

DAVE GOLDER – This hand-writing is a little light-weight. Note how each letter is kept small – and covered in chilli sauce. I think this person wants to save their energy and eat while writing.

COMMODORE FORMAT THIRTY FIVE

CLARA HIGSON (we think – it was hard to tell) – This is supposed to be writing? Hasn't this person heard of joined-up letters? Or holding the pen with the fingers, not in the fist? Or English?

STOP PRESS

This is the last page we work on, which is lucky because Binary Zone have just written in saying that some of the catalogue numbers they gave us for PD Format (p.32) were wrong. They should be: *Mission Monday*, Cat No: BZG005; *Chaos*, Cat No: BZG002.

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AMIGA 4000
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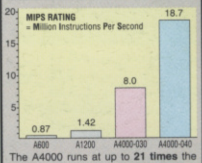

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25MHz 68040

RAM	HD	Price	
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